

IN THE HUNT



PLAYSTATION

DESCENT II



PLAYSTATION

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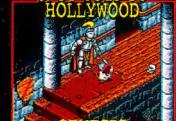
ULTRA 64

PANZER DRAGOON 2



SATURN

SPOT GOES TO HOLLYWOOD



GENESIS

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79

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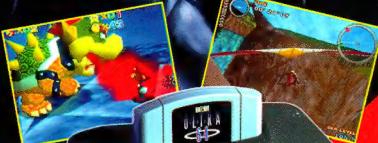
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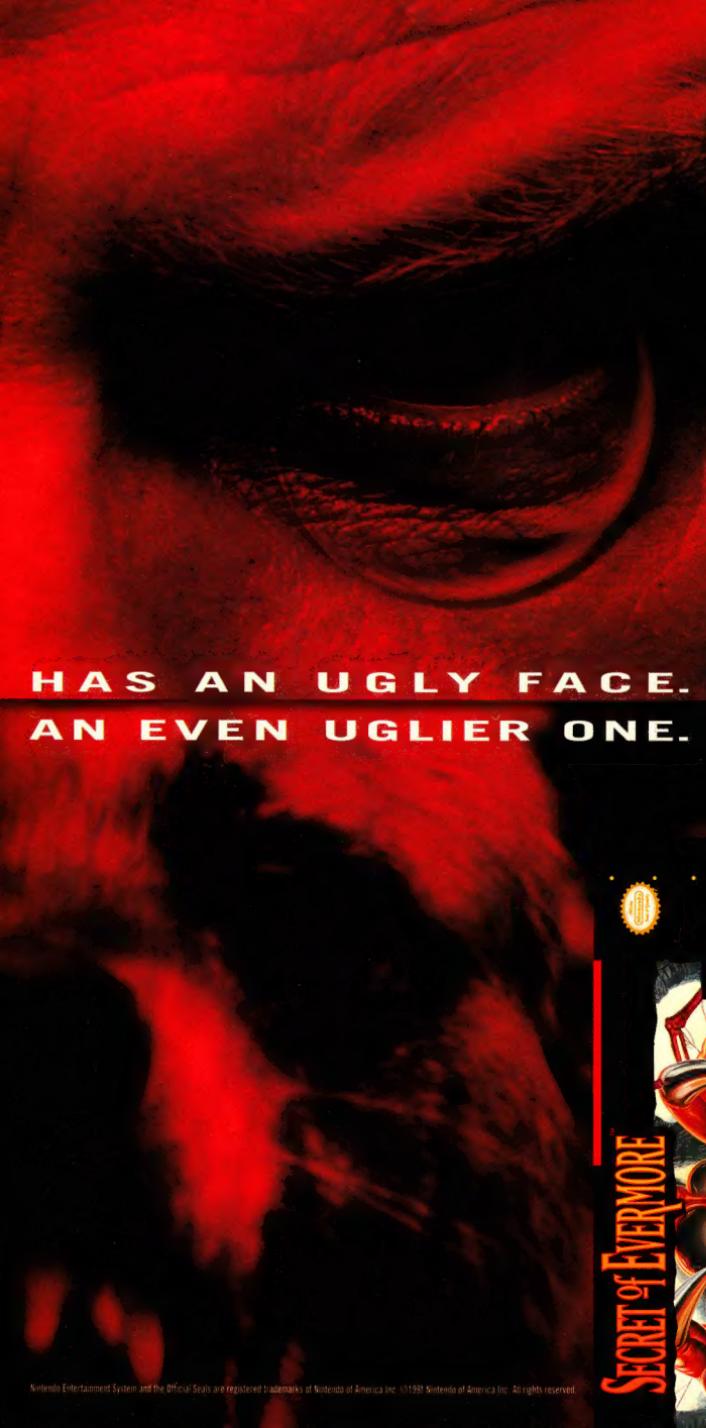
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February, 1996
Number 9.2

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ULTRA 64 UNVEILED

The suspense is over. All of the editors have been there and done that. As expected, Nintendo did have a lot of systems up and running at the Shoshinkai Show. (I didn't count to see if there were the promised 100 machines). Unfortunately, in the typical Nintendo tradition of **SECRET**, they decided to show as little of their software



by Ed Semrad, Editor in Chief

as possible. I mean, you can't get much less than two playable games, especially when one was reportedly just 50 percent done (Super Mario 64), and the other only 20 percent complete (Kirby Ball 64). Nintendo did show a videotape with very early footage of another 11 games but with less than three minutes of actual gameplay on the promo tape, if you blinked you could have missed a title. Even the systems were **untouchable** as they were all encased in plastic. Their spec sheet was bare bones and non-revealing, and the execs were talkative but well rehearsed as to what *not* to say.

Was the show a bust? Probably to those who expected Nintendo to show every-

Was the show a bust? Probably to those who expected Nintendo to show everything. But, this is Nintendo. They don't play by anybody's rules except their own.

Expecting the worst, or in this case—the least—I came away from the show **satisfied**. I found out the system was actually real; I got to test out the controller (they had to let us touch that); and I got to play the two games. Sure I would have liked to have played more carts, gotten more information and seen the games that they decided not to show, but that just makes our job that more important in the upcoming months.

And the result? Some editors have been quite vocal about how the system wasn't what they expected. Others were their usual noncommittal. As for me...okay Nintendo mark this down as a first—here comes a compliment...I was **very impressed**. Super Mario is a virtual world. It is something that I was able to get completely immersed in because of the superb 3-D animation of characters like Koopa, Bullet Bill and the Piranha Plant, that were only seen before in flat 2-D perspective. Kirby was similarly spectacular, with the hill and valley effects so well done on this system I could actually feel the roller-coaster effect as my character moved through the game. And this was on a game that was only 20 percent complete! I can't wait to see what a finished version will be like.

On the downside, these are games that Nintendo themselves created. They have to be good. Looking at the tape, some of the non-Nintendo games were **far from spectacular**. Also, Nintendo's games have generally been for a younger audience. Hopefully they will add some serious titles like RPGs and strategy sims. Finally, other than the spectacular 3-D effects, the games weren't as revolutionary as they were when the 16-Bit Super NES came out. I mean what do we have, more Mario, Star Fox, Kirby, PilotWings, Mario Kart and Zelda...I'm willing to give them more time, though.

Forgive me Father
for I am Sin

-Laura Harris

D



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Acclaim

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Rapunzel's schizophrenic.

And Cheech is blazing again.

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Flicker—The inventor/hero in this demented and deranged adventure. Smart. Enthusiastic. Resourceful. Think *MacGyver* in tights.



Rapunzel—Not quite the same long-haired maiden from your childhood. Buzz-cut. Walking time bomb. Advice? Keep your distance.



Trivel—The smarmy court jester. You know the type. Bitter, nude, cynical, ignored. Classic middle-child syndrome. Marshy Marshy Marshy!



Sir George (Cheech)—Referred to in English Lit. as The Protagonist. Greedy SOB. Steer clear. Unless, of course, you're driving a Mack truck.

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King's Tournament will have you seeing

stars all right. *Blazing Dragons*™ — a

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Spot

Goes to Hollywood

Join your favorite soft drink hero as he heads into an entirely new dimension in his coolest adventure yet; Spot Goes to Hollywood. For all the latest info on this hot title from Virgin Interactive Entertainment check out page 82.



Batman Forever is Acclaim's first entry in the arcade market.
STORY BEGINS ON PAGE 81!

COVER STORY

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NINTENDO'S NEW 64-BIT SYSTEM CHANGES THE GAMING MARKET!

Although the Ultra 64 is scheduled to be released on April 21, **EGM** gives fans what they are craving for: 18 pages jam-packed with all the details on this cool system. As well, we check out the controller, which is the most revolutionary and easy-to-use stick ever to come out for video games. Of course, we have more information on the awesome games that will be coming out for the Ultra 64 like *GoldenEye 007*, *Super Mario 64*, *Kirby Ball 64* and much more!

"Nintendo's new controller combines both functionality and ease of use in one stick."

IN THE HUNT TORPEDOES ON TO THE PLAYSTATION THIS JANUARY!

In the Hunt has been one of the most anticipated arcade-to-home releases of its kind for over two years. It will finally hit the store shelves for the PlayStation. The only way to describe its gameplay is by saying it combines all of the best shooters ever played into one game. It is that intense. Gamers can attack in three directions: forward, up and down! This game also sports highly detailed graphics and levels constantly filled with enemies.

"The early levels start out scrolling left to right, but you will soon find yourself battling enemies that also scroll up and down."



100



128

TEAM EGM REV'S UP ITS ENGINES AND HITS A HOME RUN!

Spring is almost in the air, and Team EGM has a full lineup of terrific sports game. Batting first is *Triple Play '96* that will have baseball fanatics ohhing and ahhing over its realism from its players on the field to the 3-D stadiums. Then rev it up high with *Ridge Racer Revolution* that contains awesome graphics and a new track layout. Minute details were added to this game, like trees, arches and billboards. With games like these, it looks like a terrific '96 spring season.

"[In *Triple Play '96*] EA Sports' programmers have engineered a hybrid method that mixes motion-captured with rendered players."

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TRICKS OF THE TRADE
SPECIAL FEATURES
NEXT WAVE
NEXT WAVE PROTOS
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Save your guitar from the baddie in J. Bazookatone.

3DO 112

Play as a crazy armadillo armed with a plunger.





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PRESS S H A R P

Trip Hawkins talks about how even the M2 can be improved with the addition of DVD.



M2 1/2 IN 1998,

The **EGM** editors stopped in at the 3DO headquarters to talk to its management staff as to where

the company will be headed over the next few years.

While 3DO has licensed the rights to the M2 technology to Matsushita, 3DO CEO Trip Hawkins took some time to describe to our editors how he believes the M2 will become part of the new multi-media generation that will begin to unfold in 1996 with the introduction of the Digital Video Disc (DVD).

EGM: Looking into the future, what do you see happening to the video-game machines?

Trip: Within five years anybody who wants to buy a game system will be buying a box that basically is a combination of a Super Density (SD) movie

player and a game system. Anyone trying to sell a high-performance game system separate from that is really going to have a hard time competing with it.



EGM: Super

Density, is that the same as a Digital Video Disc?

Trip: Yes, if you look at it as a movie product, it will do for



Sega is not going to take a back seat to anybody. While Sony came out strong in fall '95, Sega made a licensing deal with SNK for its games. In addition, Sega reportedly solidified deals for Saturn games from companies that used to be exclusive to Sony.

SONY LICENSEES TO

In an interview with Sega's President Tom Kalinske the **EGM** editors learned that Sega has been secretly negotiating for the Saturn licensing rights to a lot of games from a variety of well-known companies including reportedly many Sony-exclusive PlayStation licensees.

Already confirmed is a agreement with SNK of Japan. The first two Neo-Geo games that will appear on the Saturn

are King of Fighters and Neo-Fatal Fury 3. These games are slated to appear in the spring.



of 1996. Sega of America has not confirmed what and if

other games will be brought over to the States but with the strong interest of the Neo-Geo games in the arcades, something should appear here as spring.

In addition, Kalinske told **EGM** that they have been negotiating with some of the Sony PlayStation's major developers and that in 1996 almost 90 percent of the games that will appear on the PlayStation will also come out for the Saturn. While he wouldn't go into detail he



PRESS START

TRIP SPEAKS OUT

movies exactly what CD did for audio. For less money than a videotape now sells for, you'll get a movie experience in perfect audio, higher resolution video than any current analog technology, all on one disc.

EGM: What about the cost of the DVD drives?
Trip: Within a few years they will approach the cost of an audio CD drive.

EGM: How does it fit into the game market?

Trip: Matsushita is now in both markets. What happens if we put them [DVD and game system] both into the same product? In a DVD machine there is a DVD drive, 2 megabytes of RAM, an MPEG decoder chip

DVD Technical Specs:

Disc Diameter: 120 mm (5 inches)
Disc Thickness: 1.2 mm (0.6 mm x2)
Memory Capacity: 4.7 Gigabytes/
single side
Track Pitch: 0.74 micrometer
Wavelength of Laser Diode: 650
nanometer
Numerical Aperture: 0.6
Image Compression: MPEG-2 digital
Audio: Dolby AC-3 (5.1 channels),
LPCM for NTSC and MPEG audio
Running Time (movies) 133 minutes
per side

and a CPU to manage the whole thing. If I were to turn that into an M2, I'd have to add 2 megabytes of RAM, a CPU and a custom chip to do our custom graphics that, by the way, already includes the MPEG decoder. When you're finished with all this, the incremental cost initially is around

\$100. But, once you get it into volume it declines to about \$50. Furthermore, with DVD you've taken a movie player and added the extra dimension of phenomenal interactive gameplay for very little extra cost. For the consumer he is getting two systems in one. Not only that, the game system will use a disc that has seven times more capacity, MPEG-2 video quality and a transfer rate seven times faster than a CD drive. These will be products that almost every home will want to have.

EGM: What will this do to future products?
Trip: With DVD established as a movie standard and the M2

(Continued on page 18)

MAKE SATURN GAMES?

Given the deals were still being negotiated, **EGM** has learned that Psygnosis could be one of the first PlayStation licensees to produce games for both of the popular 32-Bit systems.

In addition, Kalinske mentioned that a really major deal is close to being worked out with an arcade company. This could tie in with the rumors that are circulating in Japan that Namco might be another first-line PlayStation company falling to Sega.



Why are so many companies now starting to look at

Sega? It's a Japanese system. The numbers are correct, both

Sega and Sony are claiming

they have sold 2 million systems

over there. That would make

Sega the second largest game company in Japan.

Sega's success has helped companies are now quite willing to produce games for both systems just as they did for the Genesis and Super NES a few years ago in the U.S.

Kalinske stated that: "We gave Sony the months of September and October to see if we will be stronger through Christmas and with our special deals we will pull ahead in the U.S. in 1996."

Sounds good, but we'll have to see what the competition does with games over there.

LG Electronics

has launched a pre-emptive strike on its 32-Bit foes by slashing the price of its **Goldstar 3DO** Interactive Multiplayer System to \$199. The package comes with one controller and two games: Shock Wave and FIFA International Soccer.

Studio 3DO has bought the assets of **Cyclone Studios**, a 3DO software maker that created Captain Quazar and Battle-Sport. The 15 employees that make up the studio will focus on M2 and PC titles.

Infinity Multimedia is paving the way for incorporating full 3-D visual power into home and arcade video-game products. In a nutshell, **Infinity**'s technology can create real 3-D images without the use of glasses or headsets.

Company officials stress this new technology should not be confused with 3-D accelerator cards, which create 3-D images but display them in 2-D. **Infinity** has teamed up with **Autostereo Systems** to develop an arcade monitor, and **Thomson Multimedia** to explore home products that can use the 3-D technology.



M 2 1/2 IN '98, TRIP SPEAKS

(Continued from page 17)

technology for games, it will be hard for gamers to believe that there will be anything better on the horizon. You know, that was where the 3DO ran into



problems. Even before the system was launched, there was talk about other 32-Bit and 64-Bit game systems, and when 3DO didn't make that quantum leap in technology, many players decided to wait for the 64-Bit systems. Now with the first true 64-Bit system coming to market, and by the way the Ultra 64 is only a

"With DVD you've taken a movie player and added the extra dimension of phenomenal interactive at very little extra cost."

**Trip Hawkins
of 3DO**

32-Bit game system, there will be that quantum leap in game play. Nobody will be coming down the pipe with a 128-Bit game machine that is going to be appreciably better than the M2. To the consumer that makes the M2 a totally safe purchase at \$300.

EGM: But doesn't that put M2 at the same high price that 3DO started out with?
Trip: It's going to be in the



same ballpark of what 32-Bit system manufacturing costs have been this year.

Matsushita might decide to set the price for a stand-alone system at \$299 or \$399, probably in that range. They'll make that decision a little differently this time as they control the licensing program. If they decide to charge a higher license fee, that will help them underwrite a lower cost for the hardware.

EGM: Is that for a game system with DVD?
Trip: That's for a CD-ROM product. Obviously if you come

out with a Super Density [DVD]-based product in 1997 or 1998 the cost will be different.

By the time you get out to 1998, the [DVD] drives will be in high volume, the discs will be in high volume, the 64-Bit components will have come down the cost curve from mass production so you could be right back to the same situation. But that's mostly speculation based on current thinking.

The demo M2 screenshots around this article:

Notes: MPEG-1 built into the hardware; can run video in real time; FMV can be placed on objects; texture mapping is used to wrap the video to the object; high-resolution graphics @ 640 x 480 resolution; morphing is also built in.



MEET KRAZY IVAN...

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PRESS START

NEW SONY FLIGHT STICK



Sony Computer Entertainment will be bringing out a new "fighter" stick for the PlayStation in early 1996.

EGM has learned that there will be a new controller coming from Sony for the PlayStation. While it hasn't been named yet nor has there been a price set, this huge controller will have two fighter sticks mounted on a base. Each stick will have a main fire button along with two programmable ancillary buttons. A total of eight additional fire buttons are on the base, probably for use with the other hand when only the fighter stick is necessary.

SONY HITS \$250 IN JAPAN

Sony Computer Entertainment of Japan has just "deregulated" the price of its best-selling PlayStation. This means that dealers are free to sell the system for whatever the dealer wants to. With the highly competitive game business in Japan, some dealers have lowered the system to a rock-bottom price of ¥24,900 (\$250). SCE of America stated that they have no current plans to lower their PS price to \$250.

NEO CD TO BE SINGLE SPEED

In an interview with Bruce Tomiyama, VP in charge of the U.S. operations of SNK, **EGM** has learned that the long-anticipated U.S. Neo-Geo CD systems are now on their way to the stores.

The systems that will first hit



With excess inventory of the Neo-Geo in Japan, SNK has not moved forward on upgrading the system with a double-speed (or faster) drive.

the States will be single-speed drive systems. Bruce states that "...they [Japan] made so many single-speed units, and they found out that the cost to convert single speed to double speed wasn't as inexpensive as they thought, so we are trying to sell all the single-speed



Come on Bruce, let us in! You're only working on a puzzle game in your top-secret R & D lab, so what's the big deal?

players before a decision is made on any 2x, 3x or 4x speed drives for the future."

SONY PS HANDLES TV WOES

For most industry gamers, the PlayStation has proven unusable with some older television. Instead of getting a proper signal, the display flickers or bounces on the screen.

The problem technically lies with the TV, and not the PlayStation," said a Sony consumer service rep. "We've said that some older model televisions—such as some Zenith and a few Magnavox models—have auto-vertical hold circuitry found in most other TVs.

The PlayStation design apparently did not account for these television models, a small but significant engineering gaffe.

The service rep added that Sony "felt responsible" for the signal snafu, and set out to fix the problem on the PlayStation system itself.

The problem has been isolated—"a small percent," according to the service rep—that Sony is handling the problem.

According to a Sony customer service rep, another small chip is soldered onto one of the circuit boards within the PlayStation, which effectively bypasses the circuitry on the older television. This doesn't affect the use of the PlayStation or new TVs, nor does it void the system's warranty.

The installation usually takes about a week, and the gamer has to pay shipping to a Sony Service Center. In compensation, Sony provides a \$19.99 coupon toward the purchase of one of four Sony games—*PS Extreme Games*, *Killer Ridge Racer* or *Raiden Project*. Whether the coupon is adequate compensation for the service involved is debatable.

If your television does not work with your PlayStation, call Sony customer service at 1-800-241-SONY.



The Sony PlayStation needs a special add-on chip to work on some older-model televisions.

same
time
make
better
pay!



If you're a graphic designer/ animator: 3D, SGI, sound designer, sound programmer: C, C++, graphic/animation programmer: C, C++ assembly, make the leap to Konami Computer Entertainment Chicago Inc. You'll find the kind of what real creative freedom can do for your career.

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PlayStation

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REVIEW CREW

THE REVIEW CREW

ANDREW baran

Current Favorites:
Theme Park
Super Mario RPG
WarCraft 2

Well, Cyber's birthday is on Valentine's Day, and Cybergirl has been hinting at a very special birthday present. What could it possibly be? The answer is... coming up all...

MARK lefebvre

Current Favorites:
Tekken
Destruction Derby
3D Lemmings

Candy has been running around like a wild mongOOSE fixing systems...at least that's what he claims. Actually, I discovered he's been stealing parts to build a super system at home.

MIKE desmond

Current Favorites:
Tekken
Wipeout
Mystaria

Beach's private life has been totally derailed by the incoming slew of responsibilities because of the little one on the way. His woman has been forcing him to feed her day and night. What's he...

SUSHI-X

Current Favorites:
Hermie Hopperhead
SF Alpha
UMK 3

Sushi has recently scoped the fighting competition in Russia. He was confounded to find that Pong was still the big game over there. He still won, but his paddle is sort...

HOW GAMES ARE RATED...

The reviews that are published in **EGM** are created by each member on the Review Crew staff, throughout the game in its entirety. The Crew then independently writes their reviews based on the quality of the product, originality and challenge (how long it takes to complete), and bases their numerical scoring on a 1 to 10 scale in relation to other titles available for the same system.

playstation STREET FIGHTER ALPHA

capcom



category: Fighting release date: Now

challenge: back-up: Adjustable

Memory Card

I'm really surprised that this game translated so well to the home system. The graphics look near identical to the coin-op version, although the warriors seem a bit smaller. The refined gameplay of Street Fighter reminded me of the good of days. Sure Alpha might only be a 2-D fighting game, but it has enough solid game play to keep my interest over long periods of time. Now if only something could be done about the load time... Nonetheless, this translation is hot!

Alpha is by far the best installment we have seen of the entire Street Fighter series. Serious players will find that this home version has been ported over from its arcade predecessor perfectly. The music is an exact translation, and the hidden characters such as Akuma, Bison, Dan and the Two-player Vs. Bison Move tricks have also been kept intact. Need more? Moves and combos are perfect, and how about changing your button config on the fly? This is a must-buy!

If you liked the arcade version of Alpha, you will love the PlayStation version. The sounds, music, control and even graphics are virtually identical to the arcade. I was able to pull off every move as if I was in the arcade. The neatest touch is the Training Mode that allows you to practice your combos on your opponent without damaging them. All in all, this is a must-have for Street Fighter fans. I can't wait for this game to come out for this system.

Excellent! In almost every respect, this game is a flawless port from the arcades. This time SF actually got a real makeover beyond the usual upgrade. New chaining of combos, air blocking, roll moves, Alpha counters, etc., make this a great game with the famous playability of SF. The PS version faithfully reproduces all the sounds, graphics and gameplay, but it does suffer some load time. Add great options like Training Mode and this is a must-have!

Best Feature: You Name It
Worst Feature: Load Time
Time To Complete: Medium
Also Try: Going to the Arcade

super nes

TOY STORY

disney interactive



category: Action release date: Now

challenge: back-up: Moderate

None

This Toy Story is pretty much the same as the Genesis version. TS goes one step above the usual action platform game by having diversified levels with different objectives. The graphics are among the best seen on the 16-bit platforms. When compared to the Genesis version, I'd have to say that the control is the Super NES game isn't all that hot. This game certainly isn't for kids, as the difficulty level is way too tough—even for me. A good game but it needs some tweaking.

The Super NES version of Toy Story came in a very close second to its Genesis counterpart. The major reason is the control. It wasn't the best to begin with on the Genesis, but I found it even more difficult to maneuver everybody's favorite movie hero in this version. The graphics were pleasing to the eye, and the sound was okay, but the difficulty level was a little hard for a game suited for the younger players. A continue feature would have been a nice addition to the game.

The movie Toy Story was a great piece of work, but I wish I could say the same about the game. While Woody and the rest of the gang, including the enemies, were noticeably larger on this version than the Genesis version, the control was weaker (if you can believe that), I had trouble just getting past the third level. The game is great eye candy, but I recommend that you try this game out before you buy it because Toy Story is so darn difficult, especially for younger players.

On the plus side, this game follows the story line of the movie rather well, depicting a good variety of levels. On the downside, the game may be too hard and frustrating for the younger players who are attracted to the movie. The levels are quite difficult, often requiring memorization to avoid instant hits. Still, it does look really good and will surely capture the appeal of the movie. Similar to the Genesis version, this one is a bit harder to control. It's a good but challenging game.

Best Feature: Great Eye Candy
Worst Feature: The Control
Time To Complete: Medium
Also Try: Genesis Version

SPOT

GOES TO HOLLYWOOD

acclaim



AGES 6+

category: Action release date: Now

challenge: back-up: Adjustable

Password

Spot Goes to Hollywood sports some decent graphics despite the system it's on. This game's viewing perspective isn't one you see every day. Well, there's a reason for that: The perspective makes Spot's gameplay frustrating and almost impossible to play. The later levels are really cool but it's a shame that most players won't survive past the first few. If Spot had improved control, it would have received a much higher score. As is, I would pass on it.

Great Genesis games lately have been few and far between. Spot Goes to Hollywood is just the kind of title that will breathe new life into the aged Genesis. The first two or three levels of the game start out a little slow, but before long, you'll find it impossible to put the controller down. Some features that make this game a winner include excellent challenging levels, tons of hidden items to find and the third-person perspective that works well with the gameplay and control.

You gotta love this little guy! In this three-quarter perspective game, Spot actually goes through many different movie set-like levels, such as *Terminator*, *Indiana Jones*, *Tron* and more. The sound is average, and the control takes a while to get used to. Just because this guy is cute doesn't mean the game is easy. In fact, it is quite difficult due to the control and tough enemies. The best part of the game is the many hidden areas throughout the game. Spot is a lot of fun!

I have a weird attraction to the cute little 7-Up mascot, even though I don't drink the soft drink. I must admit that his three-quarter perspective took some time to get used to, but my infatuation with the character provided me with the incentive to keep playing. The graphics are good and the 3-D look is rather original for an action game. There are tons of levels with a lot of hidden items and areas to explore. I'd love to see it on a higher platform but it's still very fun.

Best Feature: Movie Run-Off Levels**Worst Feature:** 3-D Control**Time To Complete:** Medium**Also Try:** Cool Spot

MYSTARIA

sega of america



AGES 6+

category: Strategy/RPG release date: Now

challenge: back-up: Adjustable

Battery

For me this was the most anticipated Saturn game. It is more of a military strategy game rather than an RPG, but I really didn't mind. I love this sort of game. The play mechanics were a bit cumbersome. The biggest trouble I had with the game was that my eyes had a hard time focusing on the character, which seems more like jumbles of polygons than an avioniker we first few times of playing it. The audio and pyrotechnics help it out. So far, it's one of the better Saturn games.

A great RPG that goes one step beyond what we've seen before in games of this genre. At first, I was a little unsure of the way the graphics and different views are presented in the game, but after playing for a while, I fell in love with it. A compelling story line, more than enough characters and a really smooth interface are just a few of the better aspects of the game. The battles could be sped up a little bit, but the incredible attack animations come close to making up for it.

Mysteria is a great combination of both strategy and RPG. Similar to the Shining Force series, Mysteria's battle sequences (there are plenty of them) last an excruciatingly long time. The many different attacks, both magical and normal, are a nice touch. The main drawback of this game is the breakup of polygon walls when inside buildings, which makes those sequences in tight spaces difficult. If you are into strategy and RPGs, this is a must-have.

Mysteria was a real surprise—I never expected to find an RPG sounding so much strategy out of the player. Although the combat system will take a while to get used to, it is not the lame and somewhat boring style as found in many other comparable games. Different combat views also add to the excitement and the diversity of this Saturn title. Even with the immense selection menus, the game mechanics are simple due to a well thought-out and easy-to-use interface.

Best Feature: Interface**Worst Feature:** Long Battles**Time To Complete:** Long**Also Try:** Shining Force

VIRTUA FIGHTER 2

sega of america



AGES 17+

category: Fighting release date: Now

challenge: back-up: Adjustable

None

While Virtua Fighter 2 is by far the best fighting game for the system, it does differ from the arcade version. The background in particular suffers, by having only two levels of parallax. This game looks a lot better than *Remix*, but not quite as good as the coin-op version. The controls, up to *Virtua Fighter* standards and fans of the series, won't be disappointed. This would be *Sega's* best-selling game this year. In other words, be sure to check it out.

Virtua Fighter has come a long way. This time not only has the game gone through some drastic improvements as far as the graphics go, but you also have the ability to play as two new characters. The most impressive feature is the options in the game. The most useful is the computer's learning ability to couple your moves. This feature can be turned on or off and has memory capabilities. With version 2.0 or 2.1 playable in the game, VF2 is a worthwhile fighter.

Virtua Fighter 2 really impressed me. On top of the great graphics and good control, there are tons of options and modes. VF2 allows the player to toggle between versions 2.0 and 2.1, turn the learning curve on or off (which allows the computer to learn your moves and counter them accordingly) and you even have a choice between the original or background music. If you thought they couldn't improve on the original *Virtua Fighter*, you were wrong.

This is a pretty faithful translation of the arcade game. The graphics and sounds are on par for the system, and it is easily the best fighting game for the Saturn. I never was a big fan of the series and seem a bit more comfortable with *Tekken*, but this is a striking reproduction with a multitude of options. The biggest plus are the superb AI and the option of playing version 2.0 or 2.1. *Virtua Fighter 2* is a good fighting game and fans of the arcade original will surely love it.

Best Feature: The Learning Curve**Worst Feature:** Backgrounds**Time To Complete:** Medium**Also Try:** The Remix

GEX

crystal dynamics



KIDS TO ADULTS



AGES 10+

category: Action release date: Now

challenge: back-up: Moderate

Memory Card

Crystal's wise-cracking little gecko has been ported over to the Saturn and it is identical to the PlayStation version. Gex is essentially the same game as the 3DO title, but the gameplay has been smoothed out, making for an (overall) outstanding game. The audio is "mildly" clear with Gex's witty comments easily heard. All your Saturn owners should get a hold of this amusing game. You won't be disappointed.

Gex has been making his rounds lately hasn't he? His latest version is on the PlayStation, and now everybody's favorite gecko will soon be released for the Saturn. There are a few slight variations between both conversions, ported over from the 3DO, but nothing noticeable enough to mention. An all-around good game with smooth control, large challenging levels and enough humor to put a smile on any gamer's face, Gex is a must-buy.

Gex for Saturn is quite similar to the PlayStation version, with its clean and clean intro and voice to match. The speed of the game has been vastly improved over the 3DO version, not to mention the smooth scrolling. All the snappy and humorous one-liners said throughout the game still make me laugh, even after many hours of gameplay. Saturn owners will need a good side-scrolling action game should give Gex a try; it's a lot of fun.

Crystal Dynamics gives Saturn enthusiasts an opportunity to run through the levels that until now, only 3DO and recently PS owners could enjoy. Gex for the Saturn can be best compared to the PlayStation version with its gameplay and graphics being equally as clean and smooth running. Even though the layout of the game remains the same, the diverse levels challenge even the most skilled gamers. The perfect addition to any Saturn owner's collection.

Best Feature: Cleaned-Up Graphics**Worst Feature:** It's Not Gex 2**Time To Complete:** Medium**Also Try:** Gex 3DO and PS

WING ARMS

sega of america



KIDS TO ADULTS



AGES 10+

category: Shooter release date: Now

challenge: back-up: Moderate

None

So far Wing Arms is one of the most visually impressive games for the Saturn. Enemy aircrafts leave smoke as they take damage. The plane doesn't control realistically, but it is responsive. The different perspectives are nice, but they seem a bit awkward at times. The audio is poor, with the enemies making the sound of penguin wings as they fly. The poorly dubbed polygon cinematics. Overall, the gameplay is solid and it looks good. Wing Arms is worth getting.

There are a lot of flight sims on the market for the home systems, but most of them fall short on either the controls or the graphics category. Wing Arms has the control, and comes pretty close with the graphics, but even though it's a good solid game, I didn't get the excitement out of it I was expecting. The different planes are nice features to the game, but I would spend more time circling around looking for the enemies than actually dog fighting.

Wing Arms is a cool arcade sim that gives players a sense of seeing different old war era aircrafts that must be used to complete various missions. The graphics and sound do a good job at adding to the realism. The different views are a nice touch and help in various combat situations. The only drawback is that no matter which plane you choose, they all look the same. Overall, with the many different aircraft and missions, Wing Arms is a good arcade sim.

The question I keep asking myself is, Why am I in an outdated plane fighting to save the Earth? Even though the story makes little sense, Wing Arms remains a respectable flight shooter because of the level variety and the number of enemies to shoot. Different weapons for each plane would have been a nice addition, but this doesn't affect the overall impression of this title. Players seeking a fast-playing title with lots of things to shoot need to check out Wing Arms.

Best Feature: Level Variety**Worst Feature:** Lip Sync**Time To Complete:** Medium**Also Try:** Air Combat—PS

KING'S FIELD

ascii



KIDS TO ADULTS



AGES 10+

category: RPG release date: Now

challenge: back-up: Moderate

Memory Card

While the other reviewers will probably hate this game, I totally enjoyed King's Field. (This is actually the sequel rather than the first game. Thank goodness.) This game really brings the world alive, although it is hard to imagine anyone living in the maze of corridors. King's Field has one law which lies within the sound: KF is slow, and running drains you a fair amount of strength. The graphics and audio will immerse you at the get-go. It's not an RPG, but close enough.

King's Field is hands down a must-play game for any RPG enthusiast. Some people may comment on the game playing very slowly or being sluggish, but this is one aspect of the game that only adds to the realism. This title has all the great aspects of a true RPG, including items to pick up and equip, but also has an adventure feel to it because of the strategy used in doing battle with the enemies. Do not plan on finishing this one for quite some time. Thumbs up...it's a great game!

RPGRs rejoice! There's finally an RPG for the PlayStation, and it's a darn good one. This first-person perspective RPG does not have mind-blowing graphics, but they are nice and clean. The game takes you through many places and pits you against huge snails, man-eating plants and much more. This game is not for those who constantly want action, in fact, it moves quite slowly, but true RPGers will enjoy the hundreds of hours of gameplay King's Field has to offer.

This combines the Doom type of maze fighting with some elements of RPG games to create a fun and challenging game. The graphics and sounds are good but nothing more exceptional than computer gamers are used to. People who are crazy for 3-D fixated-map games will simply love the look of it. Personally, I found the game slightly above average, looking and frustrating at times. I really wish there was an on-the-spot save feature.

Best Feature: The VR Feel**Worst Feature:** Slow Movement**Time To Complete:** Long**Also Try:** Ultima Underworld

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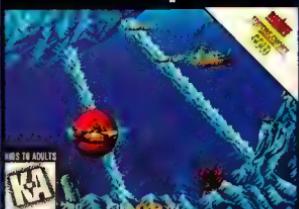
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IN THE HUNT

t*hq



RATED T



AGES 12+

9.0K

category: release date:

Shooter Now

challenge: back-up:

Adjustable None

I was waiting for this one to be translated for a long time. *In the Hunt* is cool simply because of all the stuff that is on the screen at once. The attention to detail is good, and the gameplay controls well. The difficulty is just about right. Odds are you'll beat it, but only by the skin of your teeth. There's only a little bit of slowdown, but it only appears when you have two players going at it during some of the toughest screens. This is just like the arcade.

I'm not very fond of shooters, but I found myself having a great time with this one. *In the Hunt* features some of the most detailed and highly animated enemies and backdrops I've ever seen. If you're looking for a lot of action in a game, this is your title. From the beginning of the first level through to the last boss, there's not a moment where the screen isn't filled with relentless enemies. This game must be played in the Two-player Mode.

I have been waiting a long time for this arcade hit to come to a home platform, and it finally has. *In the Hunt* is one of the most innovative shooters I have seen in quite a while. (How many other submarine shooters are there?) This game does not have mind-boggling graphics, but it does have good sound and a lot of action. The most impressive thing about *In the Hunt* is that there is minimal slowdown, even with two-player simultaneous playing. This game is tons o' fun.

A long time in the waiting, this game finally comes out of PS as a great translation of the arcade. As one of the few shooters for the new systems, it's definitely a very welcomed game to this long-time shooter fan. The game itself is great. With loads of stuff on the screen, big sprites, lots of power and two-player simultaneous action, it just can't miss. The biggest draw back is that there are only six levels and I beat it too easily. It's a definite must-play, but may not have any replay value.

Best Feature: Everything Blows Up**Worst Feature:** Eye Strain**Time to Complete:** Medium**Also Try:** Arcade Version

SAMURAI SHODOWN III

snk



RATED T



AGES 12+

category: release date:

Fighting Now

challenge: back-up:

Adjustable None

I've been a big fan of this series, but this game just plain overwhelmed me. Not only is there a huge conglomeration of characters, but they have alter egos that play differently as well. As a result, the graphics seem to be compromised with fewer colors than before. *Samurai Shodown III* plays well, but it has too many of those moves that require impossible joystick motions. I have mixed feelings about this game. I like what it has, but wasn't impressed.

Neo-Geo has always been known for great fighting games, and this new addition to the *Samurai Shodown* library is no exception. The game has some cool features to it such as the different personas that can be chosen for each character before the match, good or evil. With different moves, this is like having two fighters in one. The sound is great, but the graphics aren't quite as good as the previous *Shodown*. A good game that will keep fighting fans coming back for more.

I really enjoy the original *Samurai Shodown* and *Samurai II*, and I have to say that *Samurai Shodown III* is everything the original had plus much more. The sound and control is of the typical *Samurai Shodown* genre, but the graphics suffer because of all the new additions in SS3. The many new fighters and choice of two different personas per character are a welcome addition. The difficulty of *Samurai Shodown III* will give veterans of SS1 and 2 a run for their money.

They certainly have added a lot to this third *Shodown* installment. Many new features using two-button presses, such as the dodge, give it a lot of new gameplay. There are a few new characters but they all have an alternate personality. Visually it looks good but the moves are still a bit tough to get off with the Neo controller. I've been a fan of the series and although this isn't anything way beyond the last one, it still has enough new players and features to keep me content.

Best Feature: New Characters**Worst Feature:** Not Too Much New**Time to Complete:** Medium**Also Try:** Its Predecessors

VERTICAL FORCE

nintendo



RATED T



AGES 12+

category: release date:

Shooter Now

challenge: back-up:

Moderate None

This game looks and plays a lot like the TurboGrafx shooters of yesteryear. The graphics look good, but there are a few problems with your ship and shots getting lost over the background. The multiple-depth levels are a neat idea, but the execution is done rather poorly. It's hard to tell what level each object is. Still, if you are able to get used to it, *Vertical Force* proves to be another decent Virtual Boy game. Just make sure to take breaks often, or you'll lose your eyes.

The whole premise behind the game is to take on a bunch of shooter levels in space, much like the old arcade game *Galaxian*, but with the Virtual Boy, now you have two different attitudes that you can switch between. The first time I played, I made it all the way to the sixth level without having to continue. I thought the game was a little on the easy side. Also, I liked that you can light on one level while your power-up weapon was on the other level. Fair, but boring!

Vertical Force definitely had potential to be a great shooter because it allows the player to fly and attack at both high and low levels, but due to the poor depth perception, this feature fails quite miserably. It is quite difficult to tell the height of certain structures as well. Other than those drawbacks, the game controls fairly well, there are a few nice power-ups, and the graphics do the job. If you want a good shooter for the VB and can get past the poor depth perception, try *Vertical Force*.

I really like the idea and it is quite fun to play, but after just a short time my eyes were really tired for some reason. There is a nice variety of power-ups and enemies shooting fans will really feel comfortable with. However, the multilevel action gets almost confusing and overpowering. I really like the concept but on this system it just wore my eyes out. Those who are used to the 3-D effects may feel less of a strain on the eyes, but it is a good shooter nonetheless.

Best Feature: Power-Up Variety**Worst Feature:** Confusing**Time to Complete:** Medium**Also Try:** D-Force—Super NES

ANDREW MARK

MIKE

SUSHI

QUARTERMAN'S CHEAT SHEET

All you Samurai Shodown fans out there, you ain't seen nothing yet! SS3 has more features like a good and evil version of your character, cool counter-attacks and much more. These moves shown are just a small sampling of what the game has to offer. Start plunking in those quarters now!



Shizumaru Hisame

Chivalry

- ◀▲▼◀▲ + Slash
- ▶▲▼◀▲ + Slash
- ◀▲▼◀▲ + A
- ◀▼▶ + Slash

- Scarlet Sword Downpour Thrust
- Scarlet Sword Crosscurrent Slicer
- Scarlet Sword Hailfire
- Scarlet Sword Windshear Slice

Treachery

- (During Jump) ▼ + C
- (During Jump) ▲ + C
- ◀▼▶ + Slash
- ▼◀▶ + Slash

- Scarlet Sword Rains of Time
- Scarlet Sword Deadly Drizzle
- Scarlet Sword Windshear Slice
- Scarlet Sword Mist Blast

Rimnerel

Chivalry

- ▼▶◀◀ + C
- ◀▲▼ + A
- ▼◀▶ + Slash
- ▶▼◀ + A

- Kamui Shokke
- Konril Myu
- Lupu Quall
- Konril Nonril

Treachery

- ▶ or ▲ + AB
- (During Jump) ▶◀▼ + A
- ◀▲▼◀▲ + D

Any Slash Button Repeatedly

- Lupu Thomumu
- Konril Shiayu
- Lupu De Mu
- Lupun Oh

Gaira Caffeine

Chivalry

- ▼▶◀ + A
- ▶▼◀ + Slash
- ▼▼ + AB
- ◀▼▶ + B

- Nag Blast
- Victory Riser
- Earthquake Assault
- Hard Head Grabber

Treachery

- (During Jump) ▼ + D
- ▼▶◀ + A
- ▼▶◀ + AB
- ▼▶◀ + CD

- One Hundred Dropper
- Nag Blast
- Heaven Heart Slicer
- Hades Heart Slicer

Basara Kubikiri

Chivalry

- (During Jump) ▼ + D
- ◀▲▼◀▲ + A
- ▶▼◀ + Slash
- ◀◀▼ + C

- Stabbing Feet
- Friendly Rip
- Shadow Stitcher
- Soul of the Beast

Treachery

- ◀▲▼◀▲ + A
- ▶▼◀ + Slash
- ▼▶◀ + D
- ▶◀▶ + Any Button

- Friendly Rip
- Shadow Exit
- Shadow Sucker
- Shadow Feint

Shiro Tokisada Amakusa

Chivalry

- ▼▶◀ + Slash
- ◀▲▼◀▲ + C, Jump, then Slash
- ▶◀▼ + C
- ◀◀▼ + Slash

- Holy Spirit Slicer
- Dark Destroyer
- Judgment Blow
- Phoenix Flash

Treachery

- ◀▲▼◀▲ + D
- ▼▶◀ + Slash
- ◀▶◀ + Slash
- ◀▶◀ + A

- Evil Hornet Gouge
- Underworld Lord Blast
- Invitation to Evil
- Miasma Plasma

Ukyo Tachibana

Chivalry

- ▼▶◀ + Slash
- (During Jump) ▶▼◀ + C
- ▼▶◀ + Slash
- ▶▼◀ + C, then A

- Concealed Sabre Snowfall Slash
- Concealed Sabre Swallow Swipe
- Concealed Sabre Haze Hack
- Concealed Sabre Heaven's Gates

Treachery

- ◀▶ + A
- (During Jump) ▶▼◀ + C
- ◀▼◀ + Slash
- ▶▼◀ + Slash

- Concealed Sabre Skylark Swipe
- Concealed Sabre Swallow Swipe
- Concealed Sabre Dream Mist
- Concealed Sabre Heat Flash

Nakoruru

Chivalry

- ◀▲▼ + Slash • Annu Mutsube
- ▼▲◀ + Slash • Lela Mutsube
- ◀▼▲ + Slash • Kamui Risse
- ▶◀▼◀ + A • LeLashe

Treachery

- ▶▼◀ + D • Lela O Chikiri
- ▼▲◀ + D • Wolf Pounce
- (After Wolf Pounce) ▶◀▼ + C • Myu Shikite
- (After Wolf Pounce) ▼▲◀ + C • Kanto Shikite

Haohmaru

Chivalry

- ▼▲◀ + Slash • Secret Cyclone Stash
- ▶▼◀ + Slash • Secret Crescent Moon Slash
- ◀▼▲ + Slash • Secret Earthquake Slice
- (During Jump) ▼▲◀ + Slash • Secret Flying Cyclone Slash

Treachery

- ▼▲◀ + Slash • Secret Cyclone Homicide Slash
- ▶▼◀ + Slash • Secret Crescent Moon Slash
- ▼▲◀ + D • Typhoon Wave
- ▼▲◀ + C • Serene Slash

Genjuro Kibagami

Chivalry

- ▼▲◀ + Slash x3 • Triple Death Hack
- ▼▲◀ + Slash • Cherry Blossom Slice
- ◀▼▲ + C • Death Drops
- ▶◀▼ + Slash • Scarlet Slash

Treachery

- ▶◀▼ + Slash • Lightning Wings
- ▶▼◀ + Slash • Death of 100 Demons
- ▼▲◀ + Slash x3 • Three Heavens Death
- ▶◀▼ + Slash • Purple Sunset

Galford

Chivalry

- ▼▲◀ + Slash • Plasma Blade
- ▶▼◀ + C • Rolling Crush
- ▼▲◀ + A • Rush Dog
- ▶▼◀ + C • Replica Dog

Treachery

- ▶ or ▲ + AB • Plasma Factor
- ▶◀▼◀ + A or B • Shadow Copy
- ▶▼◀ + D • Striking Heads
- ▶▼◀ + C • Lightning Slash

Hanzo Hattori

Chivalry

- ▼▲◀ + Slash • Ninja Exploding Dragon Blast
- When hit, press AC • Ninja Buddha Reverse Blow
- When hit, press BD • Ninja Devil Reverse Blow
- (During Dash) ▶▼◀ + CD • Ninja Strike Dash

Treachery

- ◀▼◀◀ + BCD • Ninja Earth Opener
- ▼▲◀ + Slash • Ninja Exploding Dragon Blast
- ◀▼▲ + Any • Ninja Monkey Dance
- ▶▼◀ + CD • Ninja Exploding Atom Flash

Kyoshiro Senryo

Chivalry

- ▼▲◀ + Slash • Twirling Flame
- ▶◀▼◀ + AC • Toad Plague
- ▼▲◀ + Slash • Tsunami Crunch
- (During Jump) ▼ + A • Smoldering Blood Pounce

Treachery

- ▶▼◀ + Slash • Twisting Heavens
- ▼▲◀◀ + C • Eight Coil Serpent
- ▼▲◀◀ + C • Kyoshiro Jig
- ▶▼◀ + Slash • Lion Tail Blast

Key to Moves

While this game is not overly difficult, there are a few things you should know before testing your skills at Samurai Shodown III, and here they are...

KEY TO MOVES

Slash: Buttons A, B or C

AC: Buttons A and C together

BD: Buttons B and D together

Any: Press any punch or kick button

- All moves are for characters facing right.



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18 robot enemies with advanced artificial intelligence that learn and react as you play. And the alternative rock of Type O Negative and "Ogre" of Skinny Puppy.

GAMING GOSSIP

Will the Ultra 64 be delayed?
EA and Sony Compete...
New Ultra 64 Add-ons...

Coin-ops head to PC...
Sega Supports Saturn...

...Welcome one and all to the greatest gossip sheet in the gaming biz! The Q is back once again with the inside dirt that only yours truly can dig up. We've got some super rumors this month, with plenty of speculation surrounding all of the major systems and new info on some of the hottest games you haven't played...Just as we go to press, the Q phoned in this hot piece of news off the rumor wire: The Ultra 64 may be delayed until August in the States. While you can't exactly say this is surprising, Nintendo did make some pretty strong statements regarding the release just a couple of months ago at Shoshinkai. The Q hears that Nintendo is rethinking its launch strategy and is considering putting the breaks on to make sure that a wide selection of softs are on store shelves when the hardware hits. Not a bad idea Nintendo, although you'll find me playing a U64 the minute it hits the street in Japan—it's too good to wait...

...While we're on the subject of the Ultra, the Q has heard that the big "N" is considering a special cassette system that will incorporate a modem and Internet access. Although no specifics have been confirmed, insiders are speculating that Nintendo is close to inking a deal with the ex-SGI founder responsible for Netscape. While NOA is tight-lipped, yours truly did manage to learn from Nintendo of Japan PR that such a device is in the works with a U.S. Internet company...As far as the 64-Bitter's software is concerned, look for Killer Instinct 2 to be one of the machine's launch titles. Also, the K12 cart will come packed with the original game as well on the same 64-Meg soft...GoldenEye for the U64 probably won't make it to market until late '96...Look for LucasArts to follow up its Shadows of the Empire game with another 3-D fighting game featuring *Star Wars* characters. A source close to the project described scenes of head-to-head battle with lightsabers, flying drones and other futuristic weapons. I can't wait...Also look for Williams to support the U64 in a big way with *Doom*, *Cruisin' USA*, *Ultimate MK3*, *Wargods* and an untitled basketball game (not *NBA Jam*)...Time Warner Interactive will dish up *Wayne Gretzky Hockey* for the Ultra...Id is developing *Quake* for Nintendo's next-gen console, although the Q-Mann couldn't determine if Williams will market the conversion...

...Will there or won't there? That's the question surrounding whether or not a pack-in game will accompany the Ultra when it gets its Stateside rollout. Some insiders argue that it just won't happen if Nintendo hopes to make its announced \$250 price point. However, one piece of gossip the Q was able to dig up is that each system will include a memory card and controller...Yours truly has once again received info from some insider sources who report that Capcom is hard at work on *Street Fighter III*. The Q-Mann has learned that the game is being developed on Ultra hardware and will feature textured polygon fighters from the previous games as well as new characters from other Capcom games...Look for new versions of *Street Fighter* to appear on the PS and Saturn later this year...Capcom is also looking at introducing *Mega Man* to the Sony system, although a design team has yet to be assigned to the project...

...In other gaming news from the frontlines, the Quartermann has learned that NEC has developed a 3-D board that will be used with Windows 95 to power up the PC's game-playing abilities. Namco and NEC are working together to bring *Live Racers*, *Tekken 2* and *Air Combat 22* to the PC, with the board expected to debut within the next couple of months...The Q has heard a rumor that Sony and EA aren't exactly happy campers right now. Seems the launch of several key EA Sports titles such as *Madden* and *NHL Hockey '96* have met with various delays while Sony continues to reap the rewards of the superb football and hockey softs for the PlayStation...In other EA news, the company has divested itself of 3DO stock/development, while the U.S. console upstart is set to jump into the software market in a big way with the \$100,000,000 cash infusion from new partner Matsushita.

...Another American hardware producer that is now focusing on the softer side of the business, Atari has recently slashed its Jaguar development staff as it slashes the price of the Jag itself. With the unit now officially hitting store shelves as the low-end, next-gen machine, and Atari emphasizing PC development, the Q has to question the future for Atari's latest console...Seems reports circulating on the Net that Sega may not support the Saturn are completely false. Sega is currently ramping up development of a load of titles, including the long-awaited debut of *Sonic* in all his 32-Bit glory! While some are placing their bets on the PlayStation or waiting to see if the Ultra can deliver on the promises made at Shoshinkai, Sega has quietly converted new users with some blistering softs like *Virtua Fighter 2* and *Sega Rally* and the promise of more to come. At \$399, the machine was alarmingly pricey for the mainstream, but the Q gives the big "S" a thumbs up for its lower price and building selection of softs...

That wraps it up for this installment of the Quartermann story, look for more info from the inside of the gaming biz in the next issue of **EGM** and check out my special reports all month on the NUKE InterNETWORK on the Internet at <http://www.nuke.com> - it's the best gaming info money can't buy...

- THE Q



Level 9 Level 25 Level 42 Level 100





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KILLER CODES

NFL GAMEDAY

Normally, it is a pain to turn off the system to start a new game with new teams and options. This great trick will allow you to abort the game in the middle of play, without turning off or resetting the PlayStation. When a play is finished, pause the game and press L2 to get the Substitution Screen. When you are here, press L1, L2, R1, R2, SELECT and START at the same time. The game will go back to the Main Menu Screen, where you may choose different options.

SEGA RALLY CHAMPIONSHIP

In Sega Rally, choose the Time Attack Option. Once you do this, play a race from start to finish. When you get back to the Time Attack Menu Screen, you will have the choice of replaying your race. Choose this option. During the replay press DOWN+Z+LEFT Shift button to zoom out and DOWN+Z+RIGHT Shift button to zoom in. This puts you in control of car size.

Greg Krykewycz
Langhore, PA



You may zoom in or out of the action while you do the replay.

NFL GameDay

SYSTEM: PlayStation

PUBLISHER: Sony

CHEAT SHEET:

Many Code Enhancements

POWER TRIP



At the Main Menu Screen, go to the Options and then hit SELECT and then SELECT again. Now, at the Password Screen, enter any of the codes listed for various results.



Once the Password Screen is accessed, enter a code.



The SKELETON code will allow you to play in the Bone Bowl!



If the game accepts the code, it will appear like this.



The code, CRUNCH.TIME will let you knock 'em back far!

At the Main Menu Screen, access the Options. Next, press SELECT then SELECT again. This brings you to the Password Screen. Enter any one of these codes (in caps):

SKELETON: Allows user to play with two skeleton teams in the Bone Bowl.
MAYHEM: Increases the frequency of injuries.
DEFENSE: This increases the ability of the defense.
JUICE: This makes the "speed burst" faster.
STEROIDS: This allows the

user to rapidly perform special moves.

CRUNCH.TIME: This greatly exaggerates the force of hits in the game.

STICKUM: Increases the ability to catch the football.
PICK.CITY: This creates more tipped passes and interceptions.

CANNON.ARM: QBs throw quicker and farther.

BIG.BOYS: This increases the size of the players.

OFFENSE: This makes the offense more effective.

URNOTREDE: This hidden stage is the most difficult level and it affects gameplay in a variety of ways.

WWF Wrestlemania: The Arcade Game

SYSTEM: PlayStation

PUBLISHER: Acclaim

CHEAT SHEET:

Incredible Combination Code

POWER TRIP



At the Player Select Screen, take the first controller and hold the L1 and R2 buttons. With these held, press Square, X, Circle, Triangle. You now have combos all the time!

the Player Select Screen and do this button combination on the first controller: Hold L1 & R2. While holding these, press Square, X, Circle, Triangle. The word "Combo" will appear underneath your character. Now, one or two players can do combination moves anytime!



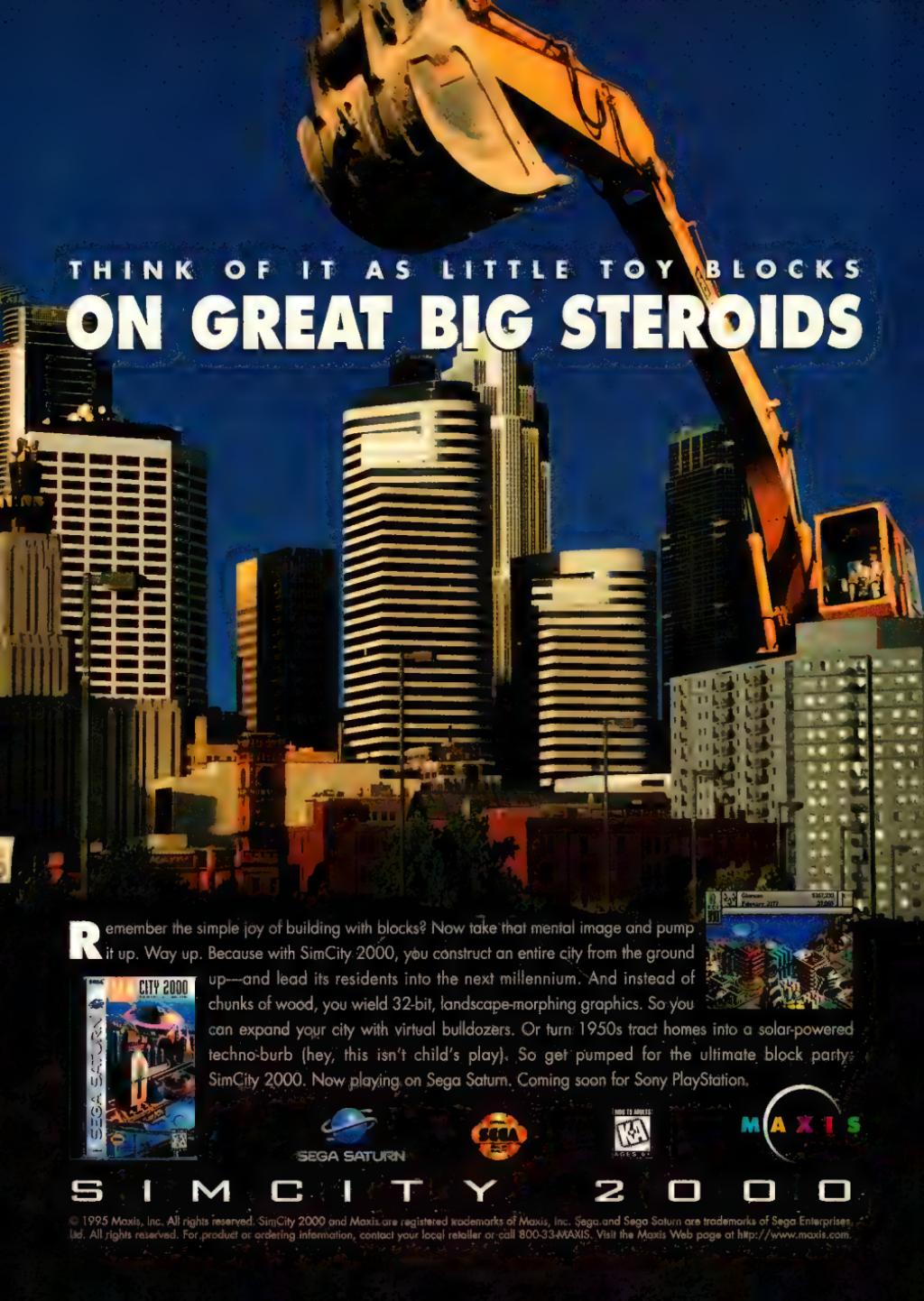
The combo meters for both players will be active.



On the Player Select Screen, initiate the combo code.



Take your auto combos into the Wrestlemania Challenge!



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SEGA SATURN



SEGA
AGES 12+



EA
AGES 12+



S I M C I T Y 2 0 0 0

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TRICKS OF THE TRADE

NHL All-Star Hockey

SYSTEM: Saturn

PUBLISHER: Sega

Here is a trick that will let you edit the players. At the Main Menu Screen, choose Manage Rosters. In the Roster Screen, choose New Roster. Pick Default Roster and enter a name. Choose any RAM method you want. Now choose the Construct Player Option. Now create a

player then customize him or her. At the Player Construction Screen, go to the place where you edit the player's abilities and press A+B+C+X+Y+Z+UP simultaneously. Once you do this, you will get enough extra points to put your player up to 100 percent in all attribute categories! Do this method for all the players on your team to have a perfect team.

Jonathan Tereso; Montreal, Quebec

CHEAT SHEET:

Perfect Player

POWER TRIP
Construct a new player and then change his/her attributes by doing the trick shown. You will get 100 percent in all categories for the perfect player!



At the Player Construction Screen, press A+B+C+X+Y+Z+UP at the same time to get perfect player attributes!

MYST*

SYSTEM: Saturn

PUBLISHER: Sega

When the Title Screen appears for MYST saying, "Press Start," press and hold the top LEFT Shift and RIGHT Shift buttons on the

first controller. While holding these, press the START and A buttons simultaneously. The game'll reset and eventually you will see a new Title Screen called, "The Making of Myst." You'll see exactly how they put it together!

CHEAT SHEET:

The Making of Myst

POWER TRIP
When the Title Screen for MYST appears, press and hold the LEFT Shift and RIGHT Shift buttons. While holding them, press START and A at the same time. Watch the making!



The programmers of the game will take you through a step-by-step process of how the game was put together!

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Interplay
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TRICKS OF THE TRADE

KILLER CODES

WARHAWK

Here are the access codes to all of the sections and sub-sections of WarHawk. Look at the Legend to decipher the following codes:

Legend: T=Triangle, S=Square, X=X, O=Circle

TSXXXS=Desert Level

TSXTOSOX=Pyramid Has Risen

TOXXOXS=Desert Is All

But Done

OTTXOOSO=Canyon

Level

OSOSXOOT=In The Canyon With Amber

OTXSOOTT=In The

Canyon With Belle

OSTSTTTS=In The Canyon With Crystal

OOOSTTST=Approaching Uma

XTXSSTST=Airship Level

XOTTOOOX=Post

Transformation Airship

XSTOXTSS=Airship Rear Hangar Is Open

STXXXTOS=Volcano Level

SSXTOOST=Volcano Boss Is Active

TOTOXSS=Gauntlet

Level

TOXTOXTS=East Gauntlet Boss

TOOSTOOX=West Gauntlet Boss

TOOTXTST=In With the Gatekeeper

TXTSOXOO=Stormland

TXXSOSOX=Above First Force Field

TXTTXTXOT=Above Second Force Field

TXSOTXTS=Above Third Force Field

TXTSTOSXX=Krel's Door Is Open

TXTSSSXT=Face To Face With Krel

Novastorm

SYSTEM: PlayStation

PUBLISHER: Psygnosis

CHEAT SHEET:

Level Select

POWER TRIP

Play through the game and get a high score. Enter the name, TWIRLY (and then a space) on the High Score Screen. Go back to the menu and choose the new Level Select symbol.

Play the game through until you get a high enough score, you may enter your name on the high score list. Put in the

name, TWIRLY and then leave a space at the end. Press START and you will get back to the Main Menu Screen. However, there will be a new option in the middle of the screen. Choose this symbol to access the level select. Choose a sub-stage within any level!



At the High Score Screen, enter your name as TWIRLY...



Back at the menu, a symbol will appear in the center.



Choose it and the Level Select Screen will appear!

Killer Instinct

SYSTEM: Game Boy

PUBLISHER: Nintendo

POWER TRIP

CHEAT SHEET:

Play as Eyedol

Choose your character. At the Vs. Screen, hold RIGHT and press SELECT, START, B then A. You will hear a sound to confirm that the code worked. Now your character will be Eyedol!

To play as the Boss of the game, Eyedol, you must be on the Vs. Screen. While there, hold RIGHT and then press SELECT, START, B then A. You will hear a sound to confirm that the code worked. Now your character will be Eyedol!

Jonathan Sturk; Hazelton, PA



With this code, you can access the last Boss!

Comix Zone

SYSTEM: Genesis

PUBLISHER: Sega

CHEAT SHEET:

Invincibility

POWER TRIP

At the title, enter the Options. In the Options, choose Jukebox. Play the songs with C as shown, and you'll hear a voice. Now you are invincible to all enemy hits!

From the Title Screen, access the Options. Go to the Jukebox and play these songs in this order by



Play the songs with button C, and then you'll hear a voice.



Enemies can beat you up, but energy will be taken away!

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You're the hottest thing in Rock'n Roll, and somebody just stole your favorite guitar. It was the devilish Mr. Diablo - resident hard-case in Hades, and he's not about to give it up. He wants to play hard-ball? That's just fine with you. Grab your heavy metal gear and amp-up to raze the dead with the meanest, coolest tunes ever composed for a video game! Let the hordes of the Abyss know that they took on the wrong Rock 'n Roller!

Includes title track featuring
Richie Sambora and Tico Torres
from Bon Jovi!

U.S. GOLD

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Special Feature



Iguana Pres. Jeff Spangenberg and friend.

ONE OF THE U.S.'S PREMIER SOFTWARE DEVELOPMENT HOUSES IS SILENT NO MORE. IGUANA ENTERTAINMENT HAS OPENED ITS DOORS FOR THE FIRST TIME TO THE GAMING PRESS AND EGM STEPS INSIDE FOR A LOOK.

NIGHT OF THE IGUANA

If you talk about video-game development locations, Silicon Valley and Southern California are normally the first areas people would mention as concentrations of major development houses. How about Austin, Texas? No way. Actually, that is the location of one of the lowest-profile game developers in the country: Iguana Entertainment. Why Austin? There were a lot of financial reasons, like no state income taxes, but many of the staff cited warm weather as a benefit.

Whatever the reason, it's home for some of the most

talented game developers in the country. With games like NBA Jam and Quarterback Club under its belt, Iguana, now one of the Acclaim group, has shifted much of its R&D to concentrate on development for the next-generation game systems including the Ultra 64. In fact, Iguana has one of the few Ultra 64 development systems in the country (for Acclaim's Turok: Dinosaur Hunter).

Regarding the Ultra 64, Jeff was very excited about the work they are doing on

Turok. He describes how the game will be better than anything ever done on any other system: "We are going to use all of the Ultra's special features to its maximum potential.

1) The perspective texture mapping is a real big deal. You saw in Ridge Racer where the ground would get distorted by the bottom of the screen? That has

to do with the way they are doing the textures on the PS. You won't get that type of distortion on Turok.

2) The Z buffer eliminates the overlap-



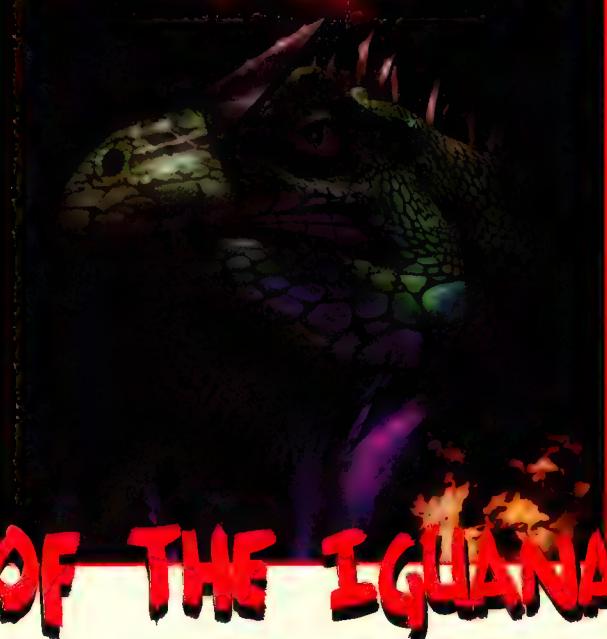
"IN ORDER TO MAINTAIN QUALITY, FROM DAY ONE WE HAVE NEVER TAKEN ON MORE WORK THAN WE CAN HANDLE!"

ping of intersecting polygons as you saw in Virtua Fighter. Turok will have perfect intersections.

3) Anti-aliasing is important. When you look at Turok, there won't be any jagged lines for the characters.

Page 52 EGM

IGUANA
ENTERTAINMENT



NEW SYSTEMS

Jeff Spangenberg speaks out on Iguana's experience with programming and developing for the new video-game systems:



We also hope to use the "C group" of camera-angle adjustment buttons in Turok. It is a Doom-style real world, and we would like the user to be able to look around. The extent that this movement is possible has still to be determined.

Besides doing development for the various game platforms, we are also going into the PC market. We have NBA Jam and are working on other titles. It's a pretty good platform actually; it's finally getting to the point now where it's not too bad to work on. There is a six-button controller coming out which will be digital. The analog controllers are bad and trying to play NBA Jam on the keyboard is also a joke.

We are also going to start doing development for the M2. We have the development systems here and we're waiting for the programs. The system does some pretty neat stuff, but it's all on the Mac and few people use that anymore. We would like to wait until the PC system is ready but that could be a

while. The M2 system could do okay if they get enough companies behind it. We haven't announced what game we'll do for it but we'd like to do the football game [Quarterback Club] or the Frank Thomas baseball game. If they would want something for their system launch, it would have to be a conversion, like the football game or NBA Jam.

Overall, it's a real nice position that we're in here. We get to play with all the new toys—all the new technology that comes out.

Down the road we believe that Acclaim will become one of the major sports developers. We're definitely shooting for the sports market. I think we make very good games. Last year we came out of nowhere and made a football game that was better than Madden. We feel that '96 is a lot better than Madden, and if you sit down and play the games, you'll see that ours plays better. We would like to help make the Acclaim sports label the best out there. Acclaim is behind our efforts, which is quite encouraging.

One reason why we have been able to produce well-playing games is that from day one we have never taken on more work than we can handle. We've always been quality conscious. Like the Aeros or Zeros. I believe that this approach has helped us get to where we are today and that is one reason why Acclaim has acquired us.



PlayStation: We really enjoy doing PS work. It's a real powerful machine. Our programmers did NBA Jam in six months and that includes learning the machine.

Saturn: The Saturn version of Jam took a bit longer. It's a very powerful machine but it's also an incredibly complex system. After a half an hour, you get a screen setup on the Saturn, but it takes only two seconds on the PS. We also don't have access to the new Saturn libraries (the VF2 enhanced graphics ones). We've had to do our own.

Ultra 64: The Ultra is a very powerful machine. Cartridges, while potentially an inventory risk, still have their advantages. It's good having all that memory available at one time.

Nintendo's not full of shi... when they say there is no load time. It's great!

Overall: If you ask us which machine we like to program for... at this moment, it's the PS but we believe there is more potential for the Saturn in the future though. It just takes longer to ramp up. The Ultra is so new we are still learning the system.



Jay...where are you?

THE GAMES

Iguana is going to be quite busy in the next few months. With Batman Arcade; Quarterback Club for the PlayStation, Saturn and PC; College Slam for the PlayStation and Turok for the Ultra 64, not to mention a host of Frank Thomas products from the U.K. coming out, there

is going to be a lot of very frantic programmers and developers running around the Iguana offices.

We've played the games at their offices and everything seems to be well in hand. Their college basketball game will give Konami's PlayStation hooper, In the Zone, a run for its money. The same goes for Quarterback Club. While it doesn't have the large following as a Madden, more players are starting to go out and rent it in order to give it a try. The word is starting to get around: Batman Forever is a good first-try game for the arcades. The graphics are about as smooth as anybody can get, thanks to Acclaim's motion-capture system, and the audio is generated from all-new

custom hardware. Combined with solid, tried-and-true gameplay, Batman should do well in the arcades. Turok for the Ultra 64 is still very early in development. The graphics are going to be all rendered, and what we saw looks too good to be true. Running on the exceptionally powerful processor of the Ultra, this top-notch adventure game will help put the Ultra 64 on everybody's wish list later this year.

Where does Iguana go from here? To a new building we understand. While they won't take on more work than they can handle, they are looking to make a major increase in staff in the near future. Not only have they grown out of their offices, but watch them become a major multi-format game developer real soon.



Acclaim is, of course, one of Nintendo's elite Dream Team members. Iguana is Acclaim's number-one programming house. Therefore, Iguana has the responsibility of learning everything about the Ultra 64 development system and still must get a game out this year. Turok is the game and it is fashioned, story line-wise, after the comic book. Basically this cart will have a Doom-type first-person perspective, but it will take place in a larger area than just a series of eerie catacombs. Expect this game to take this genre to levels never seen before!



QUARTERBACK CLUB

They are taking their gridiron show onto all of the new 32-Bit platforms. All of your favorite NFL teams and big-league quarterbacks are ready to take you to the Super Bowl. The game has an excellent feature that makes it unique. A special crunch-time simulator sees you face various football scenarios: You can be down by a touchdown with two minutes to play or down by a field goal with a minute left on the clock. You take the ball and try to outwit your opponent and overcome the situation.

Acclaim and Iguana are going for the first down.



BATMAN ARCADE

Batman Forever is going to be Acclaim's first entry into the highly competitive arcade market. This game is quite similar in original design to a Final Fight game. In fact, it is a side-scrolling fighting game. It is much more complex, though. Utilizing Acclaim's patented motion-capture system along with very detailed rendered graphics and a custom audio system, you won't want to miss this new quarter cracker when it hits the arcades next month.



COLLEGE SLAM

Slam. It's a totally new approach to basketball, and this time instead of NBA stars, Acclaim and Iguana are hitting the hard court with NBA wanna-bees in College Slam. The game features teams from several of the NCAA's top college basketball programs.

Iguana's taking it to the hoop with authority once again. They went to the rim once with NBA Jam and now they are heading back into the paint with College.



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MAPPED POLYGONS
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A high-contrast, black and white graphic image of the word "NOTICE" repeated in a grid pattern. The word is rendered in a bold, sans-serif font, with each letter and the word itself appearing in a separate, solid black block against a white background. The grid consists of four columns and four rows, creating a total of 16 identical "NOTICE" blocks.

IN THE ZONE

SONS ACTION
MULTIPLE
PERSPECTIVES
REBORN DREAMS

FULL SEASON AND
PLAYOFF MODES



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PILOTWINGS 64

The System

Nintendo promised to have the Ultra 64 up and running for the Shoshinkai Show and they delivered the goods. No hidden cables leading to Silicon Graphics workstations under the tables, just 100 systems (thereabouts) delivering pure, raw 64-Bit power, and lots of it at that. For example, while playing Super Mario we were able to change the perspective of the way we were viewing the game: instantly, on the fly

be able to do everything much more efficiently and faster—as we witnessed in the games we played at the show.

Other features the U64 will include: 1) Four built-in controller ports instead of two.

2) One multipin output port for the transmitting of the audio (mono or stereo) and video (RF, composite, S-video or RGB) to the TV. This port, by the way, will be the same one as used on the Super NES.

3) A memory expansion port on the top of the system.

4) an external expansion port on the bottom of the system for the "bulky" drive and/or modem.

All in all, Nintendo delivered, and this system is going to be worth the wait until April, especially if it only will cost \$250!



and in any increment in any direction. The other systems are going to have a hard time trying to match that type of performance.

Throw in millions of on-screen colors to choose from, perfectly smooth animation and other cool effects like: 1) anti-aliasing that rounds off the jagged edges of the on-screen objects; 2) Z buffering, which automatically eliminates any unnecessary on-screen objects that become covered up by another moving object; and 3) data management, which smoothly adds new objects to the screen as they become visible.

It's not that the other new game systems do not have these type of features, as they do, but the Ultra will

POWER!

At the Shoshinkai Show, we took a very close look at the Ultra 64 system. We did notice an apparent "last minute" modification made to the back of the system. As you can see from the picture below, there is a "bump-out" around the power supply cord. There is a new piece of plastic (a color different from the shell of the system) added on and the shell looked manually cut out by hand to accommodate the new "bump out." We want to Nintendo...



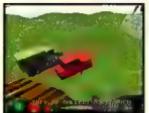
asked George Merrick, the manager of engineering, what happened. He told us:

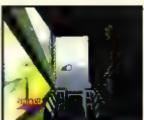
You know that the power supply is on the back of the Ultra; it's not really internal but it's part of the base unit. It's not a wall-mounted transformer. You're right, for current in different countries that little module is changeable. It allows us to have the greatest possible portion of Ultra be common from one country to the next and change out just the power supply module. Will it be better integrated in the actual system, probably, I don't know...I am assuming that it was just a temporary measure for the show. I'd be surprised given all the design conceptualizations that went into the Ultra, that it was final...There were other factors that led them not to be able to define the power supply until the last minute...We went to great pains so that we didn't have different versions which we do have on the Super NES. We hope to produce one single deck worldwide that is essentially software selectable."

Ultra 64 SYSTEM SPECS:

CPU: MIPS 64-Bit RISC CPU
(Customized R4000 series)
CLOCK SPEED: 93.75 MHz
MEMORY: Rambus D-RAM 36 M bit
TRANSFERT SPEED:
Maximum 4,500 Mbytes/sec.
CO-PROCESSOR
RCP: SP (Sound and graphics
processor) and DP (pixel drawing
processor) incorporated
CLOCK SPEED: 62.5 MHz
RESOLUTION: 256 x 224 ~ 640 x 480
dot flicker free interlace
mode support
COLOR: 32-Bit RGBA pixel color frame
buffer support
24-Bit color video output
GRAPHICS PROCESSING FUNCTION:
Z buffer; anti-aliasing; realistic
texture-mapping; tri-linear Filtered
mipmap interpolation; perspective
correction; environment mapping
DIMENSIONS: 10.23" wide x 7.48" deep
x 2.87" high
WEIGHT: 2.42 pounds
All specifications accurate as of
11/24/95 and provided by Nintendo

BODY HARVEST





STARFOX 64

Magnetic "Bulky" Drive

Along with the introduction of the Ultra 64 game system, Nintendo announced that they would be bringing out a media storage device sometime in late 1996. Their device is currently only being called a "bulky" drive. This device, Nintendo states, would be able to both read and write information.

Not wanting to tip its hand as to exactly what type of storage media Nintendo would be using, their executives have consistently used the nebulous term "bulky." Bulky, in this sense, does not imply a very large drive, rather it refers to the huge amount of data that would be stored on the discs.

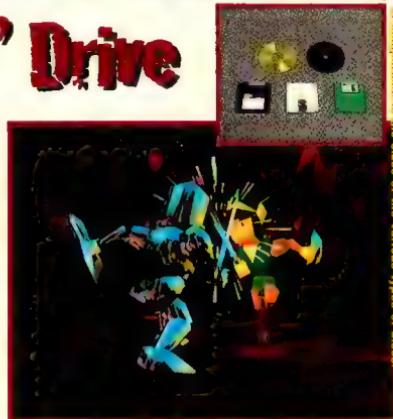
Also, huge is relative. If you check the actual amount of memory that can be stored on other media drives, you will see that the Nintendo drive would only be able to store less than one-eighth the amount of data as the currently popular CD-ROM disc. Huge, in this case, is used in comparison to the amount of memory currently being put on the Ultra 64 cartridges—32 Megabit or 4 Megabytes (MB).

EGM has learned from sources in Japan that Nintendo's new "bulky" drive will be able to store 64 megabytes of data and that the data transfer speed of the "bulky" drive will be a bit more than

three times the speed of the competing video-game systems. Since all of the other game systems utilize a double-speed drive and the transfer speed is about 300 kilobits per second, extrapolating from that would give the "bulky" drive a data transfer rate of about one megabyte per second.

EGM has also found out that the disc will be divided into read-only data and read-write data. The read-only data will contain the game program and audio, while the read-write data will be the area where the game information will be stored when you want to save your position (or character information) in a game.

Of the 64 Megabytes of data able to be stored on the "bulky" drive disc, 20 megabytes will be dedicated to game-storage information. It is currently unknown as to how many game saves this will be, but it will probably be variable depending on the complexity of the game and on the amount and type of compression that will be able to be used.



Nintendo announced its "bulky" drive will be released simultaneously with their adventure game *Zelda 64*.

Subtracting the amount of memory that is set aside for game saving, this leaves only 44 megabytes (352 megabit) for the game program, audio and other information. Not as much as the current storage ability of the CD-ROM format but considering that most of a CD game is audio anyway, one would expect that 44 MB would be more than enough for normal game information. Where Nintendo might run into problems is if they start using a lot of full-motion video (FMV).

Regarding price, Nintendo has announced that they are shooting for a \$150 price point for the "bulky" drive. This puts the drive in the same ballpark as a conventional "zip" drive not only in terms of price but also memory, data-transfer rate and most importantly, the ability to both read and write data.

Is Nintendo on the right track? Going to a read/write disc media is a bold move, but Nintendo doesn't make many big mistakes, and you can bet that they have all of the details about the "bulky" drive all worked through, otherwise they wouldn't have announced it. We'll just have to wait another month to see what is up.

STORAGE MEDIA COMPARISON:

ITEM	2X CD-ROM	ULTRA 64	ZIP DRIVE	DIGITAL VIDEO
MEMORY	540 MB	64 MB	96 MB	4,700 MB*
DATA TRANSFER RATE/SEC	0.30 MB	1 MB	1.25 MB	4.7 MB
COST	\$100	\$150	\$220	\$600
PER-SIDE				

KIRBY BALL 64





GOLDENEYE 007

The Controller

We've all seen sketches of the Ultra 64 controller already, and you have to admit that it sure looks strange. However, until you actually get your hands on one and play a game like Super Mario 64, you won't fully realize how well organized the button and control pad layout is and how natural the controller feels in your hands. Unlike the controllers for the other new systems, Nintendo's Japanese controller is large enough for the U.S. player's hands.



The gaming press got to test out the awesome controller at the Shoshinkai Show.

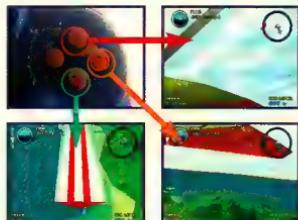
The most obvious addition to this controller is the center arm. With any game that will emphasize 3-D gameplay, a second control pad is a necessity. Since the main pad offers only eight-direction control and is digital, the only way to make small, precise movements is with an analog stick, which isn't on the standard controller. It's not that easy to just add a second stick. It would have to be on the outside of the controller for handy access and use. The only way to have more outside area is to add another arm, which Nintendo did.

Unfortunately, as we'll see in April, when we'll want to purchase a second (or third or fourth) controller for all those great multiplayer games, it will come at a much higher cost than what we are

used to. In addition, because Nintendo took the memory-card slot and moved it from the system to the controller, we will have to pay an even higher price for that do-everything controller.

In addition to the third arm, there's an analog stick. This is the controller that moves the characters around in Super Mario and Kirby. Since this allows for very precise movements in any direction (rather than just eight directions for the pad controller), players will be using the "right" hand setting more often than not. This is the control that will take some time to get used to, as we found out. For example, in Kirby, the stick not only controlled the direction Kirby moved, but also the amount of pressure downward (toward you) on the stick will affect how fast you'll roll. Quite tricky to learn, but very effective once mastered.

Also new and of significant importance is the "C" group of four yellow buttons. In Super Mario and Kirby, these buttons allow the player to change the camera position or perspective as to how the on-screen action is being viewed. These buttons work like the cross control pad to give you eight different views. Each button is a different viewing angle (four total). By pressing two adjacent buttons,



You can change your view in eight directions: one direction for each button, or diagonally if you hold two buttons.

you get an intermediate camera angle (four total).

The memory cartridge for saving game information is in the Ultra 64 controller. Nintendo claims that this is the most versatile location for the cartridge. In a Vs. fighting game, for example, a player could play the game on his/her system and he/she would save his character setup and standings on his memory cartridge. He then could take his controller, with the memory cartridge, over to a friend's house and the settings would be downloaded into the friend's system (along with his friend's settings) and the two players would be able to continue playing against each other.

All in all, Nintendo has made the most advanced and easy-to-use controller we have ever seen. It is extremely versatile and has enough buttons to take care of every possible contingency, now or in the future.



There are three different ways a player can hold the controller—either right, left or famicom positions as shown on the sketches above.

STARFOX 64





Pilotwings 64

SIZING UP SHOSHINKAI

Over Thanksgiving, Nintendo fired the shot that was heard around the world. **EGM** interviewed some of the "other guys" to find out whether they thought Nintendo would take over the game market.

Tom Kalinske, President Sega of America

"Our reason we are not interested in that [cartridge] technology is that it still is a cartridge-based machine. They are talking about some magnetic drive which sounds like that old Sony product [mini disc]. The whole thing seems like a bit of a Trojan horse to me. We all know the problem of cart software. It costs too much, the lead times to manufacture are very long and if you make a 15 percent mistake on what you are doing, it will wipe out all your profits. My theory is that they'll have about seven great games, the \$249 price and attempt to sell it into the homes. Then after they hook you, they'll say oops...can't bring you those cart games, you'll have to buy this other thing [bulky drive] for another \$100 and hook it to it. And now, by the way, we're developing low-cost software. It's another way of having one more \$349 machine in the marketplace."

Trip Hawkins, President of 3DO

"The Ultra is the best of the 32-Bit machines. [Ed...32-Bit?] Well we'll put it this way. It uses an MIPS R4300 processor which is a 32-Bit processor in a 64-Bit architecture. There are higher performance processors in the R4000 family that are 64-Bit processors. The reality is that you don't really need a 64-Bit CPU. You don't need to be processing 64-Bit word length and the important thing in performance in an entertainment machine is the bus width and the memory system width. And the Ultra 64 has a 32-Bit data bus and a 32-Bit memory bus. And that's not bad, it's just not 64-Bit. It's the fastest 32-Bit machine."

Jim Merrick of Nintendo replies: "Trip has made similar statements in the past. We have carefully reviewed what he said and we have not officially responded. He doesn't know enough about the Ultra 64 architecture to make an educated comment about it. I can't refute his point without disclosing more than we want to say right now."

The Prez Speaks!

Nintendo of Japan's president very rarely talks shop. However, **EGM** was able to get the latest info on the hottest subjects straight from Mr. Yamauchi.



How many games are you working on?

30 Nintendo 64 titles are in development.

Why only two games at Shoshinkai?

It is very hard to get a feel for a game if it is real early in development. It is kind of boring. We like to show the software as close to completion as possible. Even Super Mario is only 50 percent along in development, but this game is famous enough that everybody knows it, so it was the appropriate game to show. When this game is complete, it will be the best game ever.

Why not Mario Kart?

TV games and video differ. You have to play it to know if it is fun or not. Even if only one out of 100 players think there is no difference between Mario Kart and Mario Kart 64, it is a big problem. Mario Kart 64 will be out in June and we want to develop it more before we let people play it.

What is the secret to making games popular again?

Twelve years ago there was the Famicom, then came the Super Famicom. Before that there was the first TV game boom. Then it disappeared. The market fell apart because the games were too similar and redundant. It was boring. The market now is being left behind. Now there are so many games and platforms that developers don't know what to do, so they take the easy way out and make as many games as possible. Users aren't easily fooled. Teamwork is also necessary. Just using lots of game memory, music and video is not enough. It comes down to the true content.

The hardware is not the important thing. Users want unique, creative and entertaining games. People who do not know game software are the ones who talk about next-generation hardware. If bad software keeps being released, everything will collapse. That is why we released the Nintendo 64—to protect the game market. Nintendo must be the bridge. Even without big growth, we want to build the hopes of users and raise the quality of game development.

What about the bulky drive?

We think that read/write is important. This will bring new gameplay that wasn't possible until now. By the next Shoshinkai we will have it available for everyone to try out.

Starfox 64





BUGGY BOOGIE

SIZING UP SHOSHINKAI

For three days over the Thanksgiving holiday, Nintendo of Japan hosted the most eagerly awaited show-and-tell in recent video-game history. This event was held at the Makuhari Messe (Japan Convention Center) in Chiba, Japan.

The first day of the event was called the Seventh Shoshinkai Software Exhibition, an ironic name considering that its main attraction was a piece of hardware—the Nintendo 64 (dubbed Ultra 64 in the U.S.). This event was by special invitation only and essentially conducted for the world press, international game retailers and Nintendo third-party software manufacturers.

The second and third days of the event were open to the public, and it was considered a different show. It was called the Famicom Space World '95 Expo.

Ostensibly, Shoshinkai gave Nintendo the means to kill two Koopas with one jump: allay fears that the 64-Bit system was turning into vaporware and also tout the system as a revolutionary new game machine.

Did Nintendo pull it off? Looking back, the show elicited mixed emotions from industry officials who attended. While most bought into the machine's technical superiority, the lack of playable games caused many to hedge their bets on the system's ultimate success.

Missing in action

In what can best be described as a multimillion-dollar striptease act, Nintendo shed layers covering up its top-secret system...only to reveal a fur coat, jumpsuit and longjohns underneath.

Actual Nintendo 64 gameplay was limited to two games: Super Mario 64 and Kirby Ball 64. The reasoning, according to



Ed ran into David Perry, president of Shiny Ent.



Nintendo had the world debut of their Ultra 64 game system at the Shoshinkai Show which was held in Chiba, Japan, over the Thanksgiving weekend.

Nintendo of Japan's President Hiroshi Yamauchi, was to prevent a letdown commonly associated with incomplete previews. Instead, the remainder of the Nintendo 64 games were limited to short segments on a six-minute videotape.

Did Nintendo play its cards right with its less-is-more strategy? Those who attended the show believed enough was shown to satisfy most gamers' appetites.

"I wish there were more games you could get a hands-on opportunity with," said **Mike Meyers**, Data East's director of product development. "There are projects that have been announced to the press for almost 12 months now," Meyers said, which makes their absence all the more puzzling.

"But what was shown—or what little was shown at the show—was very interesting."

Despite the thin software lineup, the "potential for great games" was evident just by looking at the game screens, said **Jeff Mitchell**, strategic account manager at RAMBUS. That company makes the main processing chip for the Ultra 64. Mitchell noted that only half of the CPU

processing power has been tapped so far, "mostly because everything is brand new for the developers."

Because of the hype surrounding the Nintendo 64, "you're instantly expecting to see millions of on-screen polygons." Or at least something that graphically is light-years ahead of the other systems, said

"I wish there were more games you could get a hands-on opportunity with. ...But what was shown—or what little was shown at the show—was very interesting."
Mike Meyers
of Data East

WAVE RACE 64





KIRBY BALL 64

Did the Nintendo 64 debut measure up to the hype, or did it come up short? Actually, it did a little of both.

David Perry, president of Shiny Ent. "Everyone's reaction was that it wasn't a million times better."

However, Perry pointed out something some observers may have taken for granted: The Nintendo 64 games were written in high resolution, which creates a much sharper, richer image compared to 32-Bit games, which thus far have been written in low res. As a result, the Ultra 64 screen shots look like "PlayStation graphics with a higher picture quality."

In total control

Most of the praises directed at the Nintendo 64 related to its new controller, which features an analog joystick and a special memory card slot.

"I think it has a wonderful feel to it," said **Byron Cook**, president of Williams Entertainment. They are making a special Doom game for the Ultra 64. Cook added that the controller design is at best, work-in-progress with regard to software. That means that it's too early to render a final

verdict. "But you can tell they're definitely on the right track."

"For me, it seems to be the next logical step," Perry said. "The old joypads we've had forever, so it's time to start new things." Perry's only gripe was that there were no analog buttons, which could give different responses based on how they were pressed. "[Nintendo] could take it a lot further than they have," Perry said, but he was glad Nintendo made the effort to question the prevailing wisdom of controller design.

The final say

At last check, the system is scheduled for an April release in both Japan and the U.S., but some analysts and a few key retailers "in the know" are predicting an August release for the Ultra 64 here in the States.

Back in the game

Based on what was shown at Shoshinkai, can the Ultra 64 compete



The long-awaited Nintendo 64 game system and controller was unveiled on Nov. 24, 1995, to the world press.

based on what Shoshinkai had to offer."

"The hype on the system may have stymied its debut," Meyers said. "I don't think it was a monumental leap as most people were led to believe."

Some of the early game screens he saw were "equal or lesser than" games on the Sony PlayStation or Saturn, Meyers believed. "The Mario game seemed a little like Jumping Flash from Sony. I wasn't the only one to hear that comment."

However, Meyers quickly added that it's way too early to make a judgment on the games by looking at video clips.

All the observers agreed that the Nintendo 64's specs take a back seat to what Yamauchi wants from the system: high-quality, finished games.

"Regardless of the capabilities of these machines, it will come down to who has the best games," Mitchell said. "The Ultra 64 can handle much better and much different types of games. The question is whether developers will be able to make them, or if they'll churn out the same old stuff."



Game players lined up early in order to see and try out the Nintendo 64 along with all of the newest games.

WAVE RACE 64





ULTRA MARIO 64

INTRODUCTION

Nintendo hasn't given anybody much info to go on. Everybody received 38 slides and the six-minute demo tape. Then as we walked out of the Shoshinkai Show, they closed the door of secrecy again.

In order to give our readers the most out of the information we received, we had the entire tape digitized. What you

see across the top and bottom of all the pages in this section is a mini stop-action movie to give you somewhat of a feel as to what the action on the Ultra 64 is going to be like.

Also in this section are all of the games that have been officially announced as coming out for the Ultra. Some of the screen shots

are representative of what the game will look like, but wherever possible, actual screens were used. At the end of the section, we couldn't help but show some of the rumored games that are...*that close...* to being announced.

Secrecy has again been re-established at Nintendo and at the Dream Team licensees, so do not expect to see a lot of new information on the system and games until Nintendo is ready to disclose it. On with the show!

Super Mario 64



Mario, after jumping from the 8-Bit to the 16-Bit platform now makes his appearance on the Ultra 64. As you can see, this is a real 3-D world. The shadows are realistic, and check out the smoke from the giant Bullet Bill. Imagine what the Piranha Flower would look like in 3-D as it comes at you!



ULTRA MARIO KART 64





ULTRA MARIO 64

Using the powers of the Ultra 64, Mario's little personality quirks and animations are really brought to life. For example, Mario can toast his butt on the little fires in order to propel himself across chasms and fire pits.

The 3-D world forces you to cope with threats from all directions with enemies that can now completely surround Mario. Think what some of the end Bosses would look like and what type of battles you will get into. For



surface every once in a while. This is much more realistic than anything seen before.

The graphics are composed of rendered texture-mapped polygons, which allows for the 3-D world. One particularly interesting level has an area where Mario must slide down a mountain to collect bonus

coins. The Ultra 64 controller is really put to the test here in order to keep our hero on course. Every button is used for some cool effect. Also new is the fact that for the first time ever, Mario can look up and down to see dangers from above and below. Remember that this game is just like real life now.

example, there are fabulous screens of Mario going up against a giant rendered Bowser.

The levels from Mario are themed much like the rest of the series with levels composed of lava, grassy plains and everyone's favorite: underwater scenes. This new game gives Mario an exciting quest with lots of plot elements.

Another interesting change from the original Mario games is that he can no longer breathe underwater. He has to



ULTRA MARIO KART 64





ULTRA MARIO 64



Mario's new adventure pits him against his age-old adversary Bowser. It seems like the evil turtle king has taken over yet another domain in the Mushroom Kingdom. As the levels progress, Mario finds out more about what Bowser's up to. His henchmen are all over, with some interesting new opponents, like vicious penguins in the Ice World. Mario will find clues inside a submarine sunk deep beneath the ocean's waves, making for a challenging aquatic adventure. Each level contains its own unique traps and pitfalls. Think the Thwomp blocks are deadly now? Just wait until you see one hovering over your head about to strike. Fortunately, Mario will acquire power-ups as well. Mario may get some of his older powers back like fireballs, but expect to find neat new tricks, like picking up enemies including Bowser. Yes, that is how you defeat him—pick him up, twirl him by the tail and throw him off the platform.

Check out the water screens on this page. Look carefully. Not only is the

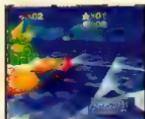
water translucent but you can see the Mario-eating fish starting to circle him.

Mario's come a long way since his first appearance in Donkey Kong. This version of the game will bring

excitement to the players in the same way the very first Mario adventure did—with spectacular animation, challenging gameplay and most important of all...lots of just-plain fun. We can't wait to see more!

ULTRA MARIO KART 64





SUPER MARIO 64

Legend of Zelda 64

Nintendo's premier RPG, which first appeared for the NES, is readying itself for battle on the U64. Still in its early stages, this game has sparked a great deal of controversy and anticipation over what it is expected to deliver to players. So far, we are assuming that the characters are all polygon-based, and the fighting sequences will zoom in and take place in a 3-D battlefield. This game will be coming out at the same time as Nintendo's "bulky drive" (December 1996). It probably will be the first disc game for the system!



Star Wars: Shadow of the Empire

Battle against Imperial forces invading the Rebel base on the frozen planet, Hoth. Star Wars Shadow of the Empire has you flying against AT-ATs and Scout Walkers using the supplied weaponry in your Snow Speeder. This title looks to be more of a flight simulator as seen in the computer release, X-Wing, but appears to have more action allowing you to get a real feel for the smooth flight and incredible action as a Snow Speeder pilot. Star Wars fans should not miss out on this one, because its graphics and play appear to be outstanding.

Buggy Boogie



If mech battling in arena combat is the type of game that sparks some enthusiasm in you, Buggy Boogie is waiting for you on the U64. This release boasts a couple of different (useable) views and the ability to upgrade your mech's equipment. By improving your craft, you can advance to later levels combating harder-to-beat enemies. A major concern with mech games is control, and even though not much is known about the interface, the tape we saw runs smoothly and quickly. Buggy Boogie looks like it will give seekers of destruction their fix of crashes, heavy weaponry and explosions.

SUPER MARIO KART B





SUPER MARIO 64

StarFox 64

Multiple animals flying in a polygon world made the original StarFox a groundbreaking title for the Super NES. Now to help the Ultra 64 out of the gate comes the sequel. This revamped version gives the player the same two views of the outside world, but adds cleaned-up graphics. This time you not only battle enemies in outer space, but for the first time, you also must fly down on the surface of at least one of the solar system's planets.



Wave Race 64

You can't go wrong with a racing game. Wave Race puts you in control of racing boats where you race against the competition as you proceed through impressive stages that are visually outstanding. The game's motion is fast and exhilarating, putting you up against multiple opponents through different aqueduct-style stages. Although what has been seen is still early, speculation always arises as to what—besides the water effects—will make this title a winner for the new next-gen, cart-based system. Note the realistic (and computer-modeled) wave motions.

Super Mario Kart R



Racing and friendly competition build the basis for Super Mario Kart R. Besides offering a new four-player simultaneous game in addition to the features of the original, the number and the variety of enemies have also been increased. The stages look greatly improved over the earlier release giving more variety, especially with the addition of 3-D hills and valleys. Speedometers and character placement bars are some of the noticeable additions to the title. Besides the Racing and Battle Modes, it is expected that new motives for some good down-home competition have also been added to this new release.

STAR WARS SHADOW OF THE EMPIRE





SUPER MARIO 64

Kirby Ball 64

The mascot with no mass is snowboarding through levels trying to knock opponents off of the playing field. Kirby Ball (or Bowl) 64's main advantage that will make it memorable for gamers is the fast scrolling and free-floating views that can tie your stomach in knots as you surf against the opposition. Besides a One-player Mode, two, three and even four players can compete simultaneously against each other in the same field of play. More info on this winning title is bound to be on the way. Keep a sharp eye out, Kirby fans.



Pilot Wings 64

Smooth action, sharper visuals and hot 3-D effects are the major factor behind redoing the first flight game for the Super NES. Players are bound to get into the multiple scenarios that will challenge the aviation wits of even the most skilled pilots. Pilot Wings will contain flying crafts and a wide variety of terrain and a whole new world to explore. For example, some of the most popular landmarks in the country (like Mt. Rushmore) are there to be discovered. Bring it on!

Blast Dozer



Gather your old construction equipment and ready it for battle, Blast Dozer is on its way. The game is played from a third-person perspective, allowing you to run wild through the many stages destroying anything in front of your dozer while gathering more money for each explosion. The vehicles are not just sloth-like construction machinery, but rather they can really move, and given the opportunity, they can destroy buildings and even other machinery moving on the playfield. With a plot based on a sick and demented idea like this, you can bet this will do well.

STAR WARS SHADOW OF THE EMPIRE



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25 Third Prizes: Inflatable electric guitar



SUPER MARIO 64

Body Harvest

Body Harvest is another one of those "save the Earth from the invading aliens" type of games, but this time you aren't just in a spaceship—you're inside a variety of earthling vehicles that really weren't designed to save the planet. The texture-mapped polygon graphics are very apparent, giving an eerie feeling that fits in with an invasion of man-eating aliens. The use of a fogging effect on the distant landscape, which is built into the system, adds even more to the special mood a player gets while playing the game.



Creator

Creator is still the greatest mystery of the bunch. The graphics look outstanding, but little is known as to your part in the game. All we had was a few seconds of quick zoom-and-rotate video. Right now, the only thing that we know about this title is that you have some type of control over the design and the development of dinosaurs. The icons along the top seem to imply some type of point-and-click game, perhaps for younger audiences? Hopefully it isn't going to be the first Ultra 64 educational title.

GoldenEye 007



For game players who are spies at heart, GoldenEye gives you a chance to get your feet wet in espionage, challenging enemy agents in games of secrecy. GoldenEye 007 is a first-person walkthrough game that allows you to search through random enemy-occupied structures and clear them out. 007 looks to be a cross between Virtua Cop without the gun and Resident Evil where you control your character from an outside view. This title doesn't appear to be neither a first-person shooter nor an adventure game.

STAR WARS SHADOW OF THE EMPIRE





ULTRA MARIO 64.

Killer Instinct 2

EGM ran into Ken Labb at Shoshinkai and here is what to expect in this Killer game: "The game will reveal secrets to the person who is very aggressive. You will have to do things to be able to do other things. Even if you know what you should be doing, you may only get cool stuff in one out of 10 games you play. You will have to do 'A', 'B', 'C', 'D', 'E', 'F' and 'G' during the fight just to be able to get to do 'H'. The arcade will have 10-12 characters (five new ones), and the Ultra will have some hidden characters. Wait until you see the backgrounds! This game kicks!"



Robotech

While not too much is known about this game, it's pretty safe to assume that it will be based on the first generation of the Robotech series. (The one that was actually fun to watch.) While it's still very early in development, these computer-generated cinematics should give an indication of the graphic quality of the game. Whether it will be a shooter or a military sim, one can only hope that the game lives up to the reputation of the anime.

Red Baron



Red Baron was one of the most popular World War I flight sims ever released for the PC platform. With so many "new" games coming out for the Ultra, it's nice to see one of the classics remade in true 3-D. The original stood alone as an excellent one-player game, where you could choose to fight for either the German or the British air force. Your skills as a top pilot will be put to the test in some of the most extreme dog-fighting battles ever. With the Ultra being capable of four-player action, this title will be perfect for getting together with a couple of your friends for some intense air combat.

LEGEND OF ZELDA 64





ULTRA MARIO 64

Top Gun

Relive the movie experience of a lifetime as you climb into the cockpit of one of the most sophisticated fighters of all time: the F-14. You play the role of Maverick, and your adventure begins at Miramar Air Force Base where you must compete for the Top Gun trophy. If you've got what it takes, you'll move on to bigger and better things, such as risking your life in over 40 missions of the most intense air combat you can possibly imagine.



Cruisin' USA

This is going to be one arcade conversion that home gamers will be waiting in line to get a hold of. Some of the features that made this racer a hit in the coin-op are not only the great graphics, but also the tricks that could be pulled off, such as racing as some unique vehicles like a police car and even a school bus. *Cruisin'* is going to be exclusive to the Ultra 64, which means if you don't own the Ultra, the only way to play this fast-paced racer is to *cruise* to the arcade. This title will be out at the U.S. launch.

Ultimate MK3



UMK3 may seem like just an upgrade but it's not just about four new characters and four new backgrounds. The Ultimate version has new adjusted damage ratios as well as some new moves and combos for old characters. Also, all button tap combos can be initiated with a jump punch (a move that wasn't very useful in MK3). In addition, there are at least three hidden characters accessible with Ultimate Kombat Kodes. There are, of course, more secrets such as a new pit and two other playable ninjas, Smoke and Rain.

LEGEND OF ZELDA 64



WING COMMANDER

III



Heart of the Tiger

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ORIGIN
Interactive Movie



ULTRA MARIO KART 64

Ultra Doom

The PC hit that set the standard for years will be making its way over to the Ultra 64. Not too much is known about the conversion since it's still early in development. However, we understand that this "Ultra" version will include a compilation of levels that we haven't seen before in any of the previous Doom titles. With the ability to have multiple players at once, we can hope to be able to join in on a four-player deathmatch.



FIFA Soccer

The king of sports games, EA Sports, used the media madness surrounding last November's Shoshinkai Software Exhibition to announce its new partnership with Nintendo. It's no surprise that EA Sports' first Ultra 64 title will be based on its all-time best-selling game. This exclusive version will feature hundreds of international teams and smoother true-to-life graphics. EA Sports has cryptically hinted at new "game control functions," meaning that there will be special 3-D moves for the analog stick.

Still To Be Shown

Here's a quick rundown on some of the games that are also on the way for the Ultra 64. These games are so early, there isn't any footage available yet. But don't worry, more news is on the way.

First, Time Warner has Gretzky Hockey. Expect hard-hitting sports action with this coin-op translation. Virgin Interactive Entertainment has a mysterious title called VF Stacker in the works. Williams will be converting their soon-to-be-arcade basketball game and their yet-to-be-

seen fighting game Wargods. The folks over at Mindscape have a basketball game called Monster Dunk being readied even as you read this. Nintendo hasn't pulled out all of their trump cards yet. Even they have a few secrets left. One such game on the way is Yoshi's Island 64 from Mr. Miyamoto. With more adventure action coming out soon, players are going to find a lot to like on the Ultra 64.

These are just a few of the titles announced so far. You can expect plenty more as the Ultra 64 gains even greater prominence in the video-game marketplace later this year.

LEGEND OF ZELDA 64



SHINOBI LEGIONS DIDN'T LEAVE EVERYONE SPEECHLESS.

SHINOBI LEGIONS

"Phenomenal gameplay and razor-sharp graphics!"

— Game Pro

"The first completely digitized side scroller ever, making it a benchmark title."

— Game Fan

"With the new techniques and challenging levels, this one is a definite must-buy!"

— EGM

"A must-have for Saturn action fans."

— Fusion



 **VIC TOKAI INC.**

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ULTRA MARIO KART 64

Turok: Dinosaur Hunter*



with the comic, you'll understand the plot a bit better.

The game itself looks like a Doom-type 3-D adventure where you'll come face to face with the various creatures that roam the jungles, ruins and catacombs you must explore. The denizens have been rendered realistically

using motion-capture and other animating techniques to give

them the smoothest, most realistic movement possible. You'll actually see the raptor-like dinos slither and slink before they strike. All of the creatures have individual movements, too.

Acclaim has put a lot of effort into bringing the world of Turok: Dinosaur Hunter alive.

LEGEND OF ZELDA 64



Zero Divide:

An unrecoverable program error, causing a potential system crash.

The first truly complete 3D, 360° Fighting game

Superbly-detailed graphics, unprecedented fighter control, high quality soundtrack, awesome depth and challenge are all combined to give you the most complete fighting game experience available.

Get it at your local retailer!

FATAL ERROR

FATAL ERROR

- 10 ruthless fighters (including two hidden bosses) that feature never before seen fighting styles, weapons and projectile attacks.
- Unleash an arsenal of deadly moves, killer combos and for the first time any 3D fighter-jumping attack.
- Zero Divide's unique Ring Edge allows skillful fighters to grab onto the ring and pull themselves back into the action.
- With a memory card, save and resume the entire match.
- Select four completely different camera angles, including an innovative perspective from the fighters viewpoint and a rotating 360° view even in replay mode.





ULTRA MARIO KART 64

Final Fantasy VII

According to our sources, Final Fantasy VII, by SquareSoft, is being worked on as we speak. We have heard that it will be a simultaneous launch in both the United States and Japan. Hopefully, these rendered pictures are representative of the types of graphics we'll see in the actual game.

SquareSoft has started

rendered to look realistic, yet retain the Square-style look of the other games.

The Final Fantasy series is acclaimed worldwide as one of the best role-playing series ever made. When this game sees the light of day, which realistically may not be until sometime in 1997, we can expect the same quality that this series has retained throughout all of its incarnations.

We expect Final Fantasy VII to be a huge Meg game, possibly 64-Meg or

even the first 128-Meg cart. It is also possible that, like Zelda 64, all RPGs may appear on Nintendo's 'bulky' drive. Not only to keep game costs down, but also to allow players to be able to save their progress through the game.



work, first by trying out the new Ultra hardware with these sample characters based on those from Final Fantasy VI.

These figures are computer

More to Come...

Other games rumored to be on their way to the Ultra 64 include the following: Mr. Miyamoto of Nintendo is supposed to have a staff working on Yoshi's Island 64. There is a new company that is working on a Tetris game for Nintendo as well. Then there are the other Japanese companies that are large enough to support R & D staffs like Konami and Enix. A new Dragon Quest VII would be a very likely game for the Ultra 64 in 1997.

Street Fighter III

Security is almost as tight at Capcom as it is at Nintendo. We can't show you any of the actual game screens from the new arcade game...at least not yet. Keep an eye out, as this game is going to break very, very soon. Believe us, SF3 will be worth the years of waiting!



Quake

It is said that Id is developing the long-awaited, virtual-reality game Quake for the Ultra 64. But as of yet, there has not been a designated distributor for this title.



BLAST DOZER



COVER STORY

BATMAN FOREVER

Batman Forever is Acclaim's first entry into the coin-op market. Using the license of the Batman franchise, this new game is more or less stylized along the lines of Final Fight.

This game allows two-player simultaneous play, with one person playing Batman and the other Robin. Each character has a series of special moves with which



to pummel the flunkies of the Riddler and Two Face. For example, Robin has a flash kick that can smash multiple foes away. There is even a combo system, so it is possible to chain your moves together for real damage.

Batman Forever has some nifty effects that give it that cartoon feel. It is possible to throw enemies off of the screen in a three-dimensional fashion, as well as chuck them into the background. Each element of the game looks like it was motion captured for smooth animation and realism. It was produced



by the programmers at Iguana, and has rendered sequences to bring Gotham City alive.

From what we've seen, this game plays like Final Fight with lots of power-ups and rendered faces from the films. A sure-fire thriller for Bat fans. *



* Photo quality does not represent the actual detail in the game.

GENESIS



6 SPOT

Goes to Hollywood

Move Over
Hollywood, Spot Is
Headed Your Way!

Everybody's favorite soft-drink hero is back in a brand-new adventure for the Genesis called Spot Goes to Hollywood. You're probably thinking: "Is this going to be just another sequel?" Not even close! One of the major changes from the first title is a new third-person perspective that won't only add some intense gameplay, but also enough challenge to keep you up well past

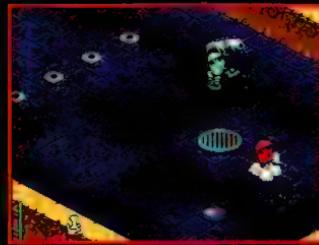
your bedtime. The premise of the game is simple: There is no time limit, just progress through the levels and collect as many hidden "spots" as possible (go for 100 percent if you think you're good enough, but 40 percent will be enough), if you just want to make it to the next area. You will encounter a few enemies along the way. But with the exception of the Bosses at the end of every third level, the bad guys will be the least of your problems.

What you will have to figure out is after searching for the last half hour to find the remaining percentage of



spots in order to finish the level, you finally find it, but you still have to get it, which won't be an easy task.

Keep in mind that you're on your way to Hollywood. The levels are some of the most ingenious, and cool looking ever seen in a game of this



The earlier level enemies are fairly easy to take out, but when you reach the Post Apocalyptic stage, beware, these clowns "will be back."

RELEASE DATE	DIFFICULTY
Now	Moderate
PUBLISHER	PLAYERS
Acclaim	
SIZE	THEME
24-Meg	Act/Adv.
100%	% DONE

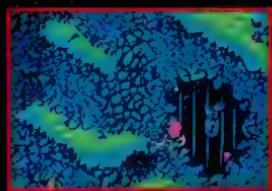


If you figure out this mini puzzle, quickly head to the fireplace.



"This is one of the most innovative third-person perspective games since Zaxxon."

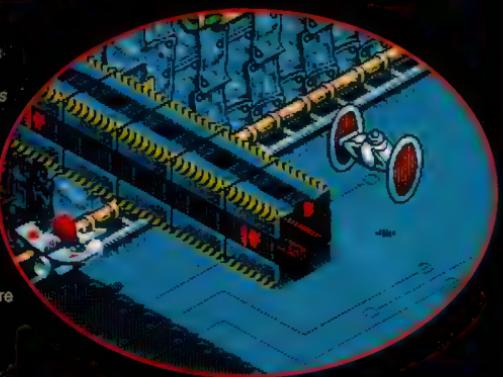
type. For instance, the setting for the first level is on the deck of a ship, which really doesn't have too much to do with any blockbuster movies from Hollywood as of lately, but as you progress through the game, you will start to figure out which movies the levels have been modeled on.



Just because you can see the spot, doesn't mean that it will be easy to get.

For example, there is no mistaking that the Space Battle level has more than a slight resemblance to the trench scene from *Star Wars* or the Post Nuclear level which is being overrun by missile-toting Spots with one red eye that feel no pain, can't be reasoned with and will stop at nothing until you are dead! You get the idea.

The way the levels are laid out is very impressive. Not only are they large, but the pseudo 3-D perspective was utilized very well. The control will definitely take



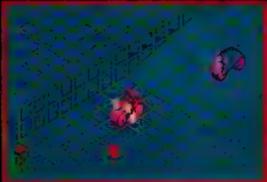
a little while to get used to, but after playing for a while you should have no problem at all.

Although this game has a kiddie feel to it, even the most experienced players will be challenged by the intense levels, tricky puzzles and extreme gameplay *Spot Goes to Hollywood* has to offer. It's just a small price to pay if you plan on being a big-time Hollywood star! ■

FRUSTRATION



The control is definitely a little weird when you first start to play the game, but because the first few levels are fairly flat and do not require a lot of jumping, you shouldn't have too much of a problem. However, you will soon realize that there are a lot of places in the game that require you to make some of the most precise jumps and landings in order to go on with the level. Frustration usually sets in for the player at this point—not because you won't be able to accept the failure of your playing capabilities, but because each time you slip off the edge of a raised platform, you will lose a life. There are a few tips that are pretty simple, but can also help a great deal when plagued with multiple Spot suicides! First, the key to every successful jump is your shadow. Keep an eye on your shadow at all times, especially when landing. This is the only sure-fire way to land safely. Also, you have the ability to run. When trying to get to some of the harder-to-reach areas, this is the only way you're going to do it. Make sure you have some room to get enough speed going, then cross your fingers and give it a whirl. Be careful, though, the Run button can harm you just as much as it can help you. As with anything, make sure to use moderation or you'll be finding yourself at the Password Screen more than you'd like to be.



**4 OUT OF 5
COMBAT PILOTS SURVEYED
PICKED IT AS THEIR
ATTACK
GUNSHIP
OF CHOICE...**



THUNDER STRIKE

FIRE UP THE THUNDERSTRIKE, and prepare for
360 DEGREES
OF FURIOUS CARNAGE.



Unleash a non-stop blitzkrieg with a vast array of weaponry. Configure your own mix of sophisticated armaments including missiles, cluster bombs, rocket pods, and chain guns.



Rotate your virtual cockpit view through 180 degrees left and right, independent from flight. Or survey combat in a seamless 360 degree rotation from outside your gunship. It's a panorama so true you'll taste the debris!



Real-time combat and real-life conflicts – a Middle Eastern invasion, a brutal siege in Eastern Europe, gun-running in South America, piracy in the South China Seas... 26 killer missions in all! Including night and day assaults.



War-torn terrain and 3D graphics are ultra-realistic. Look out for enemy vehicles, ships, and aircraft – then vaporize them with bone-shaking explosions!

US GOLD

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HAVE A NICE MISSION.

SATURN



X-MEN CHILDREN OF THE ATOM



Mutants Can Be Your Friends

The Capcom fighting game based on Marvel's X-Men is finally coming home. This translation is exclusively for the Saturn, and it is a near-exact translation of the coin-op.

The gameplay is basic Capcom style, with moves done with rotations on the joystick, a la fireball and Dragon Punches. Capcom, who developed this game, doesn't even hide the direct take-offs of its earlier titles. You can tell that many of

the fighters are similar to the Street Fighter characters in many ways.

One unique feature that X-Men contains is the ability to battle in the air. It is possible for fighters to leap high on the screen, as well as block while flying. This allows lots of opportunities for juggle combos and more tactics to tear apart your foe. There is a



Colossus shares a number of similarities with Zangief.

RELEASE DATE	DIFFICULTY
1st Qtr. '96	Moderate
PUBLISHER	PLAYERS
Acclaim	1 or 2
SIZE	THEME
CD-ROM	Fighting
	80%



grand total of 10 playable fighters and two Bosses. Here's a rundown on the basics of each fighter: Storm commands the weather, and most of her moves are comprised of small typhoons she throws. Cyclops, the leader of the X-Men, has a series of eye blasts and a multihit Dragon Punch that make him one of

the cheapest fighters. Iceman is similar to Cyclops, but he throws ice balls of various sizes, and he lacks a Dragon Punch. Wolverine, everyone's favorite berserker, is an intense fighter with plenty of claw slashes. Colossus is a man whose skin turns into metal, making him impervious to many attacks. He moves slowly, but

he can dish out a number of deadly throws. Also a member of the X-Men is Psylocke, the British-Mandarin ninja who attacks with a Psychic Blade and can use her mental powers to confuse her foes. Omega Red is a Russian experiment



Spiral is one of the deadliest warriors simply because of her wide variety of unpredictable attacks.



Wolverine and Omega Red are quick-strike characters.

that uses bizarre tentacles to drain the life energy from enemies. The Silver Samurai is a giant warrior armed with psychic shurikens and a sword that cuts through nearly anything. The mutant-hunting Sentinel is a hulking machine that's armed with an arsenal of bombs, lasers and other bizarre attacks. Last is Mojo's right-hand man...er woman, Spiral. Spiral is a four-armed warrior who can turn invisible, teleport or (with a supermove) even morph.

In terms of graphics, this is the coin-op, although some of the colors are missing. The gameplay is excellent, and the various speed settings can satisfy any fighting fan. ■



INSIDE TRACK



X-Men faithfully brings the coin-op game onto your Saturn!

Ice Beam is a super move that you can use to freeze your opponent for her power meter is full. You can rapidly punish a foe by chaining this move with other normal hits to make one giant super combo. It is possible to get up to 42 hits in a single attack! The combo pictured here was done with Iceman. Start with a Jump Kick, and follow up with an Ice Beam while you are still in the air. Finish it with Iceman's super move. The end result does roughly 80 percent damage if your opponent is backed against the wall after the combo.

SATURN



TOH SHIN DEN



Gaia seems to look much smaller in the Saturn version!

The Options Screen lets the gamer configure the game to his or her own needs!



What Does Not Kill You Makes You Stronger

The popular 3-D fighting game, Toh Shin Den, made exclusively for the PlayStation, is now on the Saturn. All of the original characters (Eiji, Kayin, Sofia, Rungo, Fo, Mondo, Duke, Ellis, Gaia and Sho), look similar to the PlayStation version and there is also an additional character, Cupido, exclusively in Toh Shin Den S. To fight against Cupido, you must beat all the characters without continuing with the difficulty set on hard. Unlike the PlayStation version in which you must input a

code to play as Sho and Gaia, play through the game with a maximum of one continue and beat both Sho and Gaia and then you can play as the Bosses. There are many different game modes that can be chosen at the Main Menu; Story Mode, One-Player Game, Versus Human and Versus CPU. Also exclusive to the Saturn version when playing in the

RELEASE DATE	DIFFICULTY
March	Moderate
PUBLISHER	PLAYERS
Sega	1 or 2
SIZE	THEME
CD-ROM	Fighting
	100%

INSIDE TRACK

Unlike PlayStation's Toh Shin Den, Toh Shin Den S provides gamers with a completely rendered 30-second intro. It shows each of the characters in his or her own surroundings, including Mondo meditating in a dojo and Ellis performing on stage. You even get a quick sneak peek at Cupido, the new hidden character in Toh Shin Den S. Very cool!



Story Mode, the gamer is treated to a story line in which the characters speak to each other face to face before every fight, after beating or losing to your opponent, and when the character is chosen. The other modes are all self-explanatory. As in the PlayStation version, the Option Menu is chock-full of settings that lets the player configure the game to his or her own desired settings.

Within this menu, you can set the difficulty, the bout time (which can be set to none, 60 or 99 seconds), strength, toggle the auto defense on or off, 32 preconfigured control

"The added artwork and hidden character are a nice touch!"

types in which you can assign a special move to a single button, different camera angles, and lastly, stereo or monaural sound. The game itself, known for its true 3-D fighting arenas and varying camera angles, is a good translation for the Saturn. Despite some minor discrepancies between the look of the original PlayStation version, like the lack of a television monitor on the building in Kayin's stage, the feel of Toh Shin Den was kept intact, from Eiji's Sliding Air Kick to Mondo's Desperation move to Run Go's Ground Slam. It should be noted that Sega of America has a copy of the game and that their spokesperson stated that there will be "major changes" made to the game before it is released here. More on this as it develops. ■



PLAYER SELECT



By beating the game on the hard setting with only one continue, you will be able to play as either Sho or Gaia!



Mondo can be oh-so deadly with his killer staff spin.



SATURN



The text "Primary" over objects tells you your mission objectives.



This screen gently tells you that your mission was not successful.



Mobile Persuasion

Combat helicopter pilots have to be ready to go anywhere at anytime and fight on someone else's terms (and home turf). That is your job in Thunderstrike 2. Travel to seven different world hot spots and complete your mission objectives. Missions range from escorting a convoy to settling an oil dispute. All of these missions you may opportunities to use your ordinance on targets

that go boom.

Thunderstrike 2 has three different action views that give players the option to choose whether they want an outside-chase-plane view or in-the-cockpit view. For those players who like the cockpit view but hate the canopy and instrument distraction, there is also a view that turns the cockpit transparent so nothing can be missed in the outside world. Most players will agree that the transparent canopy is the best view in which to gun down the opposition with a true flight sim feel. But if you are more of a WarHawk style of player, the chase plane view will give you the action-oriented feel you are demanding from an air combat game.

The scenery is drawn in sharp



detail, bringing clarity to every stage of the game whether you are flying over an ocean filled with enemy ships or rocketing through a mountainous countryside littered with trees and valleys to avoid and use for cover.

Controlling your choppers is as easy as pie when using the standard controls that allow you to rotate in a stationary location or bank while moving forward. Speed is adjusted by pressing Up on

the keypad and pulling back to stop or eventually reverse your craft. Besides these general helicopter controls, you can also control your height with your C and Z buttons. In the more open missions where clearing



RELEASE DATE	DIFFICULTY
Now	Moderate
PUBLISHER	PLAYERS
JVC	1
SIZE	THEME
CD-ROM	Sim
	100%



Besides destroying everything on the radar, you will also need to protect a few allied vehicles to complete your mission.



Seven missions await your delicate touch of weaponry to clear them.



When hunting enemies, wait for a gun lock to avoid wasting ammo.

scenery and obstacles is not a big concern, you don't have to adjust your height. But in the cluttered levels, your height buttons will be your most used asset. Otherwise, in all of the levels your guns and ordnance with the target locking capability will be the most used item.

Helicopter sims have come a long way since the

beginning days of Choplifter. Thunderstrike 2 more than proves the Saturn's ability to distinguish itself as a leader in heli sims. If you are ready to climb into the role of a combat aviator and battle against puppet dictatorships bent on demented values, you better check out Thunderstrike 2. It won't let you down. ■

Technique

Rotating while stationary is one of the worst things you can do while in combat. This is the slowest means of tuning and keeps you in enemies' sights for far too long, giving them more than ample time to take aim at you. A better form of attack is to select one target and line up to hit one at a time then move to the next. Standing still trying to kill a pack of enemies one at a time is the worst possible reaction you can do. Stay on your feet and keep moving.



"Helicopter sims have come a long way since Choplifter."

Customize Your Stores

Before the start of a mission you have the option to customize the stores of your helicopter. This allows you more versatility by giving you the option to personalize your arsenal so you are better equipped to take on the opposition. You have six open slots in which you can pick your preference in modes of destruction. You can choose from six different weapons that range from Rocket pods to MK68 Cluster Bombs.





The welfare of Crystal Dynamics' insect-eating mascot, Gex, has landed in the hands of Saturn owners. Sega players can take control of their green hero in an attempt to free him from his captivity inside the Media Dimension (a place where all the bad '70s movies go to retire).

Gex has many unique gecko abilities that allow him to whip enemies with his tail and to use his sticky toes to climb on vertical surfaces and sneak into places where he would not normally be able to go. In these hard-to-find areas, secret passages can be found that warp you to a bonus level or

other types of places where many golden insects can be found, adding to Gex's collection. Power-ups in the shape of small colored spheres also abound in the levels. These

RELEASE DATE
Now
DIFFICULTY
Moderate
PUBLISHER
Crystal Dynamics
PLAYERS
1
SIZE
CD-ROM
THEME
Action
100%
- DONE



Time the interval to jump across the slow-moving platforms.

can give Gex extra health if he destroys them with a smack of his tail, or he can eat them and pass on the health recharge to get some type of useful power-up.

The gameplay and control hold the original in tight grasp while the cleaned-up visuals and surprising control give this title a crisp and enjoyable feel. Gex is also non-linear, allowing you to choose your

own path of action. This gives plenty of versatility to the challenge-seeking player.

Even though this Saturn version is basically a cleaned-up version of the original 3DO release, the game should still be fun and exciting for past gecko fans along with newcomers to lizard action. Be it on Saturn, PlayStation or the 3DO, Gex should not be missed. ■

"Unless the Jaguar has a version on the way, Gex has cleared the board on the CD systems."



Fast-moving psychos get in your face quickly, so strike them first.

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rest are here with all
arcade moves, combos, and
finishing sequences intact.

New cinematic finales, victory
announcements, a training mode,
and a tag-a-way mode help
make *Primal* a major
treat... *Primal Conquers*.

Without an impressive list of
options and a widely
adjustable challenge, this
arcade version of the
arcade dino basher will
engross fighting
fans... *Rage!*

wall-to-wall excite



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"High Speed graphics, realistic wins/outs and changing weather conditions give this game a realistic feel. You can almost feel the power of your Kawasaki ZX-7 as you rev that engine... Kawasaki lets the good time roll!"

—Marshall M. Rosenthal, October, 1995

ment

Check the Wall at
your local retailer!



"Take to the ice with the Great One — you won't be disappointed... Time Warner did an excellent job making Gretzky and the NHLPA All-Stars look good and play well."

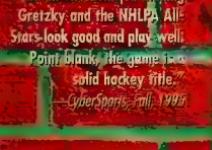
Point Blank: The game is a solid hockey title.

CyberSports, Fall, 1995



"One of the best pinball sims ever. The ball movements are so cool, you'll think you're actually there."

Ultimate Gamer, November, 1995



WAYNE GRETZKY

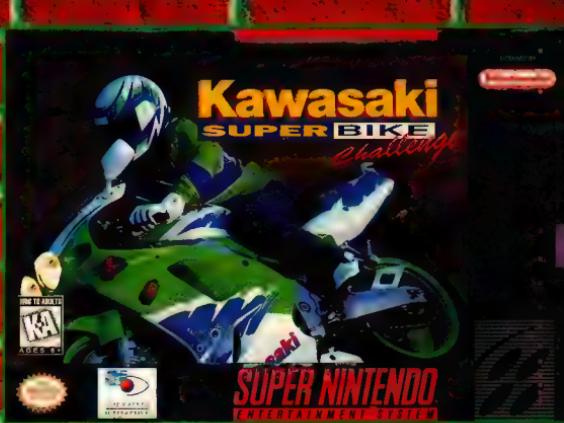
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ENTERTAINMENT SYSTEM**



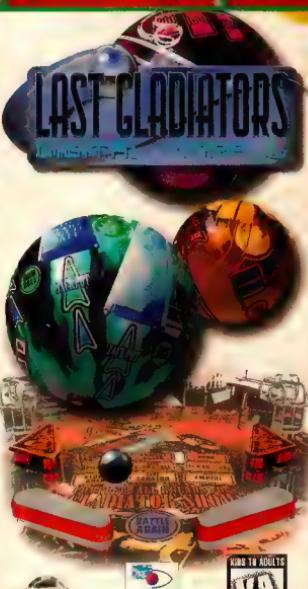
**Kawasaki
SUPER BIKE**

challenge

**SUPER NINTENDO.
ENTERTAINMENT SYSTEM**

SEGA

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T-130414

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FOR PLAY ON THE SEGA SATURN SYSTEM.



**TIME WARNER
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175 Second Street
Redwood City, CA 94033

PLAYSTATION



KING'S FIELD

An RPG On PlayStation!

King's Field is a rarity, it is one of the first first-person RPGs on the PlayStation. This isn't another Doom spin-off, nor is it a simple dungeon hack-and-slash. King's Field is loaded with puzzles and secrets to figure out. Don't

worry, it also has its fair share of creatures to kill.

King's Field is set on a mystical island where treasure hunters are drawn by promises of fortune. Dark forces control the majority of the island, but it is possible to stop them. In order to help

you survive the many battles ahead, there are magical items hidden throughout the many mazes.

The first step you must accomplish is to build up your strength a few experience levels. Without building up your character, you won't be able to get anywhere. When you begin, find a safe spot and kill a few enemies to get valuable coins and experience. Then go to the well filled with water that heals you. You'll also have to defeat



Mine cars provide fast transportation through the mines.

RELEASE DATE	DIFFICULTY
January	Hard
PUBLISHER	PLAYERS
Ascii	1
SIZE	THEME
CD-ROM	Act/RPG
	95%

ITEMS 'N' STUFF



There are merchants scattered about the Island. Unless you have found some armor and weapons early on, this is the place to equip yourself. Never waste money buying the cheaper weapons. Save up for the expensive stuff, otherwise you'll have to waste more time trying to accumulate money. Large sums of money are hard to get. Sell useless items when possible, but never, ever sell your keys!



Earth Elementals are difficult to kill. Use your stone magic.

two small Krakens, but once you've taken over the room, you'll have an unlimited source of life. Also, your

DEFEND YOURSELF!

A large part of King's Field is combat. It takes getting used to how this game plays. It moves slow and it is sometimes hard to tell how far your weapon reaches. A good rule of thumb is to walk forward and slash, then immediately pull back. Because of the power meter, you can't keep on hacking. Hit your enemies in timed swipes. You'll know that you hit it when it grunts, roars or howls.



character starts with a dagger. Two swords, one breastplate, a face guard and a shield are nearby and can be found with a little bit of exploration. Also search the walls for secret panels that lead to hidden goods. You can get your first magic by climbing the Mage's Lighthouse and collecting the item at the top. This should put you well on your way to exploring the catacombs.

The gameplay is similar to Doom, with buttons set aside for magic, attacking, running and using items. It is also possible to strafe, and look up and down. One unique element is the fact that you cannot simply just keep hacking. You have energy bars for both your magic and attack. When you run and exert yourself, the bars will go down, reducing your effectiveness. In battle, you will often have



Inside one of the prison cells is a hidden passageway.



"This game brings the fantasy world alive..."



Stay on the shallow paths or you'll end up drowning in the water.

to step back for a few seconds while your attack charges up. There is a way to counter this, though. Instead of being helpless, you can often stun an enemy with a magic attack while you charge up a full-powered swing. This technique is particularly effective against the first Boss, the giant

Kraken. Spells are an effective way of dealing with monsters, and they become essential as you come across the stronger denizens of the island.

King's Field has some special effects that make it an outstanding game.

There is not only the typical walking effect, but you also can get dizzy by being hit with a deadly attack. Looking up and down become important when fighting enemies in the air. King's Field is an addictive game that will draw you in if you give it a chance. Good job, Ascii; we've waited a long time for this type of game on the PlayStation. ■



E

PLAYSTATION



Your gun comes in handy when needing a little extra "air!"



The "stick" power is helpful for grabbing items you need.

— Johnny — Bazookatone

Here's Johnny!

Looking for a unique game? Want something a little different? Johnny Bazookatone might be what you are looking for. Journey through a prison, a hotel and even a hospital; it's up to you to find and save Anita from Mr. L. Diablo. Anita is not your girlfriend,

not your sister, she's not even human...she's Johnny's guitar! It's the year 2050 and the world is united in love and peace by Johnny Bazookatone's funky music. Mr. L. Diablo is jealous of Johnny, so he stole Anita in a jealous fury. After attempting to



Many areas require perfect timing and execution. Missing jumps may mean losing a life or worse yet, the game itself!

play Anita, he realizes he sounds terrible. In a fit, he says, "If I can't play my music, the whole world will suffer!" Upon saying that, Diablo unleashes his minions to capture all the great rockers of the era. They capture everyone but Johnny, and he is bound and determined to

risk his life for Anita. Johnny Bazookatone must fight his way through over 30 different levels of SGI-rendered characters, scenes and special effects using various techniques to progress through the game. Unlike, many other side-scrolling games, Johnny B. has many

Exploring a level from top to bottom will reveal hidden items, like extra "notes," an extra life or even a hidden level or two.



"The unique soundtrack gives Johnny a funky feel!"



Although quite small, these green bugs can be dangerous.

different actions, like use, shoot, pogo, run, suck and more. These actions can be combined to get past different areas. For example, if you wanted to get past a large open gorge, you would run, jump, shoot down and continuously hold Run while jumping to get past the gorge. There are many areas throughout the game where you must use a combination of actions in order to get through certain levels.

Johnny Bazookatone contains a plethora of hidden power-ups, hidden levels and much more—all of which can be accessed in various ways. It's up to you to find them. The music, done by Richie Sambora of Bon Jovi,



gives the game a funky, rockin' feel. PlayStation owners who want a challenging game that is different than many games out on the market will want to check out Johnny Bazookatone. It provides hours of fun gameplay with great graphics and a rockin' soundtrack. ■

Cinema City

Johnny Bazookatone treats gamers to many cool SGI-rendered cinemas featuring the ultimate 21st century, purple-haired rocker, Johnny Bazookatone. Between each world, a different cinema is shown, each showing our little funky friend going on to the next level to search for his love Anita (his guitar).



RELEASE DATE	DIFFICULTY
January	Moderate
PUBLISHER	PLAYERS
U.S. Gold	1
SIZE	THEME
CD-ROM	Action
	85%

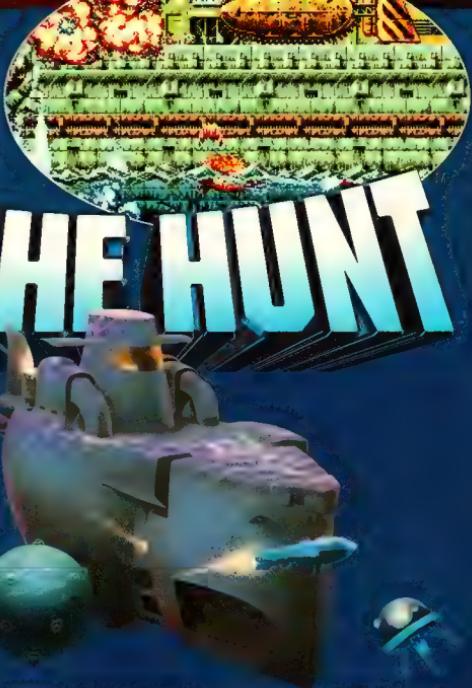
PLAYSTATION

IN THE HUNT

**The Arcade Hit
Everybody's Been
Waiting For Is
Coming Home!**



To navigate through the launching missiles safely, shoot either the nose or the base of the missile to speed it up or slow it down.



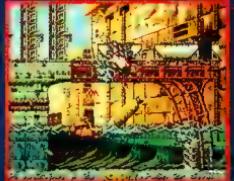
In the Hunt has been one of the most anticipated arcade-to-home releases of its kind for over two years. The Super NES conversion was out, up and running at a prior CES show but unfortunately it slipped away into vaporware. Soon the dream of many gamers will at least become a reality for PlayStation owners around the world when In the Hunt hits the store shelves.

The only way to describe the gameplay you will experience is to combine all of the best shooters you have ever played into one game.

Your goal is to navigate a submarine through six action-packed levels that are

not only incredibly difficult but also require more thinking on the player's part than just pressing a few buttons. Some of the aspects of this title that separate it from all the rest are superb, highly detailed graphics, incredible sound and levels that are constantly filled with enemies who have one thing in mind: Eliminate your submarine!

In the Hunt features tons of power-ups for your craft: mostly weapon upgrades, but instead of just one directional gun, you have the ability to attack in three directions: forward, up and down. This means the levels will never be the same. For instance, in the first level, you may choose to stay as



RELEASE DATE	DIFFICULTY
January	Easy
PUBLISHER	PLAYERS
T*HQ	1 or 2
SIZE	THEME
CD-ROM	Shooter 95%

"In the Hunt makes Raiden Project look like a Sunday walk in the park!"



close to the surface as possible. This way you can focus primarily on all of the air targets such as the planes and the attack helicopters. The next time you play the game, you

are never going to be easy to complete—no matter how many times you play the game.

Another great feature of the game is the multiscreen levels you will encounter throughout the mission. The early levels are pretty straightforward, and they let you get used to the way the game controls before you become frustrated with the extreme difficulty. These levels start out scrolling left to right, but you will soon find yourself battling enemies in levels that also scroll up and down.

If you've been a fan of awesome shooter games such as R-Type, Gradius and Darius Twin, then you should definitely check out In the Hunt. This game will be well worth it! ■



The enemies not only attack from the sides, but the top as well.

may choose to stay as low as possible in the water. This way you can eliminate all the underwater targets but will still have to contend with the onslaught of missiles from the air. Either way, the missions

Just when you think you've wrapped up the end Bosses, they will attempt to pull you closer with a vacuum attack. Keep your distance.



Strategy

In the Hunt stands alone as a great one-player game. But if you really want to have a good time, get together with a friend and have a go at it in the Two-player Mode. The difference between the two modes is that when playing by yourself, the amount of strategy that can be used is limited simply because you can only be in one place at any given time. In the Two-player Mode, there are a couple of strategic ways you can go. One way is to stay together in close formation and try to muscle your way through the levels. This probably won't get you to the end of the game, but it's a good way for beginners to get a feel for the levels. The other way will require you to know where a lot of the enemies are going to be attacking you from. One player chooses to take out the enemies from the air, and the other player primarily targets the underwater enemies. When done correctly, two experienced players should have no problem making it to the end Boss. An added bonus in the Two-player Mode is that after destroying a Boss, the game will decide which player inflicted more damage, thus awarding that player a medal of honor branded right onto the side of his or her submarine, allowing for not only cooperative play, but competitive play as well.



The key to taking out the first Boss is to keep a safe distance away.

PLAYSTATION



ROAD RASH

No Ointment Is Going to Cure This Rash

No limits and no rules, Road Rash for the PlayStation has you racing on the hottest super bikes ever to breeze the pavement. The competition is racer vs. racer in a no-holds-barred race to the finish. Fast bikes, cheating tactics and a jacket full of weapons is the way to get through the levels and make a name for yourself

while earning some respect.

Choose from the eight characters, each of whom has his or her own starting cash as well as a preferred motorcycle. At the Main Screen you can choose to shop for a new bike at Olley's Skoot-A-Rama or hang out at Der Panzer Klub to soak up some gossip and sign up for an upcoming race. At the Race Screen you can choose from any of the five races that comprise the level. After all of the first level races are completed, you advance to the second level where the tracks get longer and the competi-



Race side by side with enemies so you can easily force them into the grill of an oncoming car. Smile when you do it, though.



Weapons Increase the amount of damage you do to the opponents.



Your beginning cycle is fast enough to win all the first races.



Thrash the cap to get some satisfaction and put a smile on your face.

DON'T WASTE TIME



The key to advancing to the winner's circle is not to waste time smashing skulls during the race. As fun as it may be, your best option is to put more focus on your racing skills and avoid ending up on the hood of an oncoming car. The higher you place in a race, the more money you earn to get a better bike that will increase your chances in the next race. But if you have a top speed 50 mph faster than all the others you are racing against, you can stop and bash a few opponents off of their motorcycles.

tion is more challenging.

Road Rash's graphics and play are smooth but seem to copy the 3DO version a little too closely, barely putting to use the added muscle of the PlayStation. Play is still fun



and exciting, but not as impressive as the owners of PlayStations had hoped this release would be.

The soundtrack features more than 14 songs by artists such as Soundgarden, Swervedriver and Paw. This gives you upbeat music to thrash to as you risk your life on the aluminum and plastic rockets of death.

The courses have you racing through five different stages in different areas of the country. In one race you may be racing through the countryside on a four-lane highway and the next in a city dodging cars and mindless pedestrians whose only purpose is to get in your way.

Road Rash for the

"Graphics and play are smooth but seem to copy the 3DO version a little too closely."



Don't bother dodging pedestrians, just run them over. They don't slow you down much and are fun to maim horribly.



PlayStation continues the game's reputation and brings PS owners a good version of their old favorite. This release mainly comes in as a teaser, making players long for RR2 or even RR3 for the PlayStation. ■



TEDIOUS PROGRESSION



Having a bike that is 10 times better than your opponents' is your only chance to repeatedly blow through the stages. Your beginning bike is good enough to win any of the five races in the first level, but when you hit the second level you will find it tough to place in any race without the help of a better bike. To advance to the next level, you are expected to place in each of the five races. Without a faster bike you will only be running on two cylinders. Your best option is to race any four of the races and keep on racing (and winning) them until you get enough money to purchase a bike better than the opposition. Imagine hitting the second level with the fastest \$40,000 kamikaze super bike.

PLAYSTATION

Alien Virus



There Is Nothing To Fear, But Fear Itself, Unless You're Being Hunted By Aliens!

Alien Virus, a Mystery type puzzle game that was recently released for the PC, will soon be making its way to the PlayStation.

The game has a futuristic setting to it. The story line does a good job of slowly revealing itself as the game progresses—just enough to keep your attention so you'll play for another couple of hours.

If you're looking to play an action game, this is definitely not the one. On the other hand, for players who are looking for a challenge, don't

worry, aliens aren't the only things lurking behind every corner. A difficult puzzle that must be solved before you gain access to the next area awaits.

The graphics are decent, but there is no animation, with the exception of the cinemas which you will be treated to from time to time.

The entire game revolves around searching for different items, and figuring out where and how you need to use them.

Each room you search will have a certain amount of "hot spots" you will be able to interact with. At the beginning of the game, you should have no problem figuring out what needs to be done, simply because you only have access to a few items, and a couple of "hot spots."



Your adventure starts at the ship's desolate docking area.



If you can get the robot up and running, it will be a great help.

RELEASE DATE	DIFFICULTY	
January	Hard	
PUBLISHER	PLAYERS	
Vic Tokai	1	
SIZE	THEME	% DONE
CD-ROM	Advent	90%

CONFORMITY BYTES!



THE REVOLUTION HAS BEGUN! STOP THE NEW ORDER NATION!



FREE THE CAPTIVES



JOIN THE REVOLUTION!



super nes genesis playstation saturn ps3 ps4

Music is the weapon! It's you against NON, the New Order Nation! The #1 arcade shoot 'em up smash of the season hits home on all the formats.



CHOOSE YOUR WEAPON
CD BOMBS • SUPER GUN
SHELL BOMBS AND MORE

A logo for a mature rating, featuring a stylized letter 'M' inside a square frame with a jagged, torn-paper effect.

AKLaim

MDWAX



THIS IS THE EXACT SIZE FOR THAT WORK LAMP BACK THERE



Since the aliens' only weakness is bright light, it would be a good idea to figure out how to get the lamp working before doing any exploring.



Through trial and error, you should be able to deduce what needs to be done so you can gain access to a couple of new rooms. The reason the puzzles become so tricky later in the game is that after you use an item from your inventory, you keep it throughout the game. This greatly reduces your chance of figuring out the puzzle by trial and error, because later on you are



dealing with 30 to 40 puzzle pieces. Another reason is that there are a lot of items you will find that won't be helpful to you until later in the game.

The interface is fairly easy to figure out, and with a little playing under your belt, it will soon become second nature. Whether you are using an item from your inventory or trying to manipulate one of the hot spots in the room,



"If you have enjoyed graphic adventures like *Myst* and *Return to Zork*, *Alien Virus* is a must to check out!"

DIFFICULTY



you are currently in, you have five major actions available to you: Examine, use, take, open and close, thus adding variety to the game.

The game does take a little while before anything action-oriented takes place in the plot. However, for true puzzle lovers who don't mind spending some time on a puzzle of this nature, the wait will be well worth it. ■

When first playing *Alien Virus*, gamers might expect another point-and-click game that would be a piece of cake to finish. However, after an hour of gameplay, they'll notice that the difficulty level of the puzzles will start to increase drastically. The reason is that besides collecting more items than you could possibly know what to do with, the items are almost never used directly on any of the puzzles. Usually the items that you pick up do not work, and figuring out how to fit them is a puzzle in itself. They will need to be joined with another item in order to be used successfully. Also, a lot of the items you pick up are merely decoys for the area you are currently working on.

You may still get some use out of it, but it may not be for a couple of hours. Either way, you will find yourself stumped by the puzzles in more than one area of the game.



Once out of the docking bay, there are many areas to explore.



Make sure before you plan on leaving the first level of the structure that you get a hold of the map for the air ducts. Stay clear of the fans.



I DON'T WANT THIS JAIL TO EVER OPEN

THIS MAN'S DYING WORDS WERE "PROTECT ME".

He died while clutching his neck to utter those words, utterly too late. At peace now in his postmortem state, he was a beaten, emaciated man trying to leave the town of Silverload. No one seems to know exactly what befell him, and not much was learned from the delirious rambling that came from his painfully parched lips. He spoke of vampires and vultures feasting on his legs, and something about cannibalistic children. Of course, we don't have a clue as to what he was talking about...

Come visit us soon; we'll be waiting for you. *The folks at Silverload.*



PlayStation

SILVERLOAD is also available for PC CD-ROM

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VIC TOKAI INC.

Silverload

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For more information call: (310) 530-0350



PLAYSTATION

ADD-ON DISC

Shockwave Assault: *Invasion Earth*



Tired Of Saving The Earth Yet?

While 3DO fanatics will soon have their hands on Shockwave 2, PlayStation owners will finally get the opportunity to try out the original piloting adventure game of Earth defense on their chosen system. Shockwave Assault:

Invasion Earth is a soon-to-be released EA title that will give players an action-filled flying game with a story line that has no trouble pulling you into the plot and depends greatly on the outcome of your missions to advance you to the next level of the linear plot.

dispatching the aliens. These weapons along with your shields can be quickly recharged if you fly under one of the recharging stations that hover in areas where you may need an added advantage.

The graphics have cleaned up, making the PS version sharper than the Panasonic original. Shockwave, however, is not a shoot-everything-on-the-screen game. Not only are there mission objectives that can be destroyed by weapons and ship collisions, but also friendly targets that are supposed to be avoided or protected can be destroyed, causing you to fail your mission.

This PS version has kept the integrity of the original intact. If you have played the earlier version and enjoyed it, this new release will not disappoint you. If you never

touched any of the genre before, Shockwave is a prime candidate to soak up much of your time. But don't expect a fast-action, fly-by-the-seat-of-your-pants action game. This one is more relaxed than the name suggests. ■



Refueling ships replenish depleted weapons and power stores.

As on the 3DO, your mission as a pilot is to defend Earth in specific areas against alien attacks. To stop their advances, you have to destroy all the invading enemies along with any alien temporary bases and mobile command headquarters. Your ship is equipped with lasers and rockets to aid you in

RELEASE DATE	DIFFICULTY
Now	Moderate
Electronic Arts	1
CD-ROM	Act/Shooter 90%



Build it. And they will come. Then you can kill them.



Critically acclaimed
by everyone and
their grandmother.
Maybe it's the cool
3D characters or
texture-mapped
backgrounds.
Maybe not.



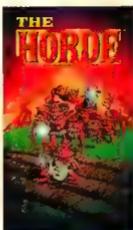
You're overrun by
mobs of ravenous
Hordlings, each
blessed with huge,
colon-blasting
appetites.



35 minutes of
video explains how
piss-boy Chauncey
saves the King and
is rewarded with
the old man's
Grimthwacker
(It's a sword).



Forget about fields of dreams.
With **The Horde**TM, it's more like
little slaughter-house on the prairie.
See, we've injected arcade-style,
belly-slitting fun into that
sleepy-ass commune you call home. And
between digging **death pits** and
hiring archers, enjoy some
serious, gut-popping swordplay.
'Cause man, these neighbors
really **bite**!



KRYSTAL
DYNAMICS



Available on Sega SaturnTM.

This official seal is your assurance that this product meets the highest quality standards of SEGATM.
Buy games and accessories with this seal to be sure that they are compatible with the Sega SaturnTM System.

PLAYSTATION



Rockets lock on enemies if they are aimed with minimal accuracy.



These fast-moving aliens strike quickly and mercilessly.



Here Comes The Second Wave...

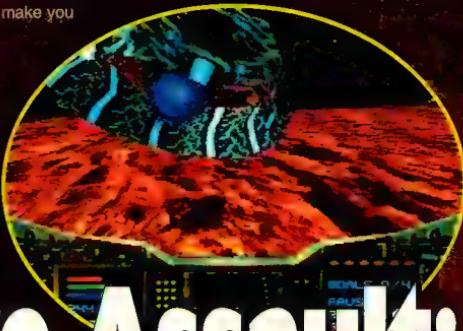
Several years after the victory over the invading alien forces, the Earth began to rebuild itself from the near total destruction. A new UN special forces division has been established

to ensure that the tragic event does not happen again. As an early warning, probes have been sent throughout the solar system to give Earthlings a fighting chance in case the aliens ever reappear. But to their surprise, the invaders were already there.

This add-on disc to the popular Shockwave Assault: Invasion Earth gives players more missions and opportunities to blast invading alien scum on a variety of barren planets. The playing environment remains the same as the original, but the aliens, cinematics and plot have advanced to the next phase of assault. Many of the

enemies seem to have gained a speed bonus in the second wave of the attack. They are harder to hit and seemingly run circles around your hapless ship. Enemies with this type of speed

make you long for a faster-maneuvering craft that is better equipped to keep up with the opposition. Operation Jumpgate is a prime add-on game for players seeking more fun after the first invasion. ■



Shockwave Assault: Operation Jumpgate



CRITICOM™



Hollywood Animation Standards

Killer CD Sounds

Exotic Cast Of Characters

Fighting To Live For

Gameplay To Die For

Everything else is for mere mortals.



PlayStation

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NYR

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NOT YET RATED

3D

Psychic

Detective

NO M



Psychic Detective pulls no punches in the gore department.



Meet all sorts of interesting people as the game progresses.



Are You Mental Or Something?

Electronic Arts takes a hand at trying out the full-motion video genre with *Psychic Detective*. Surprisingly, this game has plenty of depth and a really intricate plot. The basic play mechanics revolve around a square of video in the center of the screen, with a variety

of options appearing around the border. Waiting a few seconds on a particular screen will sometimes give access to new clues and secrets.

What makes this title stand out from the usual poorly playing FMV games is the number of options at your

disposal. As the plot progresses, simple choices can throw the plot in another direction. The lack of access time is another bonus.

The ingenious plot revolves around you, a psychic. You have the ability to pop into other people's minds to gain access to their thoughts. A

large percentage of the game is done via spying from someone's mind. As the story unravels, you discover the sinister dealings of a master psychic who has plans for world domination. The bad

guy has a boardgame that brings about the climax of the game. Winner takes all.

Psychic Detective will take you about a half hour to receive one ending. The game is spread out over three CDs worth of video. There are 14 different outcomes of varying success. The acting isn't half bad, and the rather adult scenes will glue you to the TV. Overall, this is one of the best uses of FMV to date. If more games of this type were made, this genre might have some hope. ■

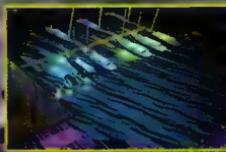


You have to foil the machinations of a mad psychic.

RELEASE DATE	DIFFICULTY
Now	Moderate
PUBLISHER	PLAYERS
Electronic Arts	1
SIZE	THEME
CD-ROM	FMV/Adv
	95%

THERE ARE BILLIONS OF PLANETS IN THE GALAXY.
MANY OF THEM SUPPORT INTELLIGENT LIFE.
SOME OF THEM MAY WISH TO VISIT EARTH.
SOME MAY WISH TO STAY.
THEY MAY EVEN GET PUSHY ABOUT IT.
SCREW THEM.

THE RAVEN PROJECT.
KILL THEM BEFORE THEY KILL YOU.



300



"The humorous enemies and objects in this game put it well above other shooting games."



CYBERDILLO

Crunchy Outside With A Gooey Center

First-person shooters have been on the rise for a few years now. With nearly every company having its own version, it is a welcome treat to see this company put a humorous spin on an otherwise overused genre. Cyberdillo does exactly that. The unique main character of this game is an armadillo that makes good use of the witty humor found throughout the game. On the downside, the problem with Cyberdillo is that the gameplay needs work.

Venturing through levels filled with mindless joke

items, you shoot plunger weapons in order to defend yourself against such enemies as hairspray cans, robots and flying fish among many others. Special, more powerful weapons can also be located to dispatch tougher enemies more quickly. Don't despair if your health and shields begin to decrease as there are grasshoppers, ants and shield recharges to help you bring yourself back to normal.

There are 10 levels with four stages in each, giving you a total of over 40 levels to wander through, experiencing everything that the hero does. The maze-like levels have slight variations in the height of the floors, allowing you to climb up and over sloping ground, adding some variety to the stages.

Cyberdillo can best be described as a wacky version of Doom. Even the Options Screen has side-splitting humor in the adjustment bars. If all you are looking for in a game is

to smirk at funny items and '70s flashbacks, Cyberdillo will bring you just that. If you are looking for more hardcore gameplay, you'd better look elsewhere. ■



Break these eggs and you'll find enemies and food to recharge health.



Toilets are the best place to relieve yourself from laxatives.



RELEASE DATE	DIFFICULTY
February	Moderate
PUBLISHER	PLAYERS
Panasonic	1
SIZE	THEME
CD-ROM	Action
	98%

Mental Block?

If old puzzle games leave you feeling flat,

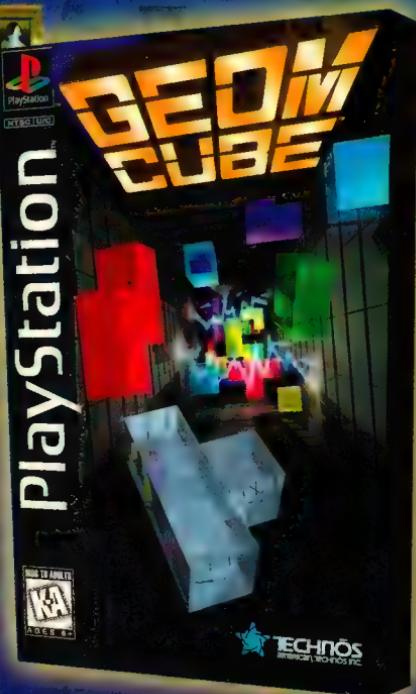
Try a new dimension in puzzling excitement



A 3-Dimensional Challenge!

GEOM CUBE

Treat your brain to a whole new sensation. Take on a friend or a clever CPU opponent and move shapes in a real 3-Dimensional environment!



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3DO

BRAIN DEAD 13

Interactive video-game cartoons have come a long way since the first Dragon's Lair. ReadySoft's latest addition to its line of adventures features the same thrills and spills common to this style of game. Unlike other versions, longer, multiple paths are available so players really can choose their own adventure.

Wearing the shoes of Lance, a hip computer repair dude, you have come across the sinister plot of Dr. Nero Neurosis while repairing his

broken machine. Now you are in a race to escape from a fortress full of mutants and mishaps of science.

The graphic quality and clarity of Brain Dead 13 is outstanding. The cartoon intro is striking similar to the action in the game, making it hard to distinguish between the video and the play areas where you are expected to react. Don't move too slowly, however, or the doctor's minions will home in on you and kill you in some disgusting manner.

Like the previous versions though, Lance's reactions stay the same and are nothing more than just scheduled reflexes



Fritz will be a constant irritant throughout the story. Stay clear.



One of the many death cinemas Lance encounters in his travels.



of what button to push and when. If you get stuck in one area of the game, the repetitive death sequences can get on your nerves in a hurry as you watch Lance get torn apart over and over again.

This game is impressive eye candy, grabbing nearly everyone's attention who is in contact with it. The action

is fast and will take many tries to learn what to do in certain situations. Unlimited lives and the save feature allow you to quickly get into the game and constantly progress without failing. Any way you look at it, Brain Dead 13 is the ideal game to add to any cartoon fanatic's game collection. ■



"Brain Dead 13 is as enjoyable to watch as it is to play!"

RELEASE DATE	DIFFICULTY	
January	Moderate	
PUBLISHER	PLAYERS	
ReadySoft	1	
SIZE	THEME	% DONE
CD-ROM	FMV Adv.	90%

TREASURE AWAITS ON CUTTHROAT ISLAND!

(If you survive)



THE STREETS ARE CRAWLING WITH BARBAROUS BUCCANEERS!



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PROTOS



Well, it's been confirmed! The Super Mario RPG will be making its way to the States. This game has been developed by Nintendo and Square working together. The end result is an RPG with a scope and range like no other. The characters are all rendered, and the battle scenes take a variety of forms. Along the way Mario picks up people to add to his party, like Toad and Yoshi.

Super Mario RPG starts with the simple Mario-esque plot with Bowser kidnapping

Princess Toadstool. The quest will take you across the mystical Mario World. You'll see familiar faces, and even Donkey Kong makes a cameo appearance.

This cart has tons of cinemas and neat effects that Square is known for. There's a giant flow of water that chases Mario and the typical snow scenes. This game's graphics rivals those found on the 32-Bit platforms.

If you aren't convinced that this game is going to be hot, try it out for yourself. Super Mario RPG could be the last great game on 16-Bit.



Super Mario RPG

SYSTEM	RELEASE DATE
 SNES	1st Qtr. '96
PUBLISHER	THEME
Nintendo	RPG
PLAYERS	SIZE
1	32-Meg
	100% DONE
	N/A

Die Hard Trilogy



DH1

SYSTEM	RELEASE DATE
 PlayStation	May
PUBLISHER	THEME
Fox Interactive	Action
PLAYERS	SIZE
1	CD-ROM
	100% DONE
	N/A



DH2



DH3

The hit series of *Die Hard* is coming home to the PlayStation with all the mayhem and action you've come to expect from the movies. *Die Hard Trilogy* is actually three separate games, each with totally different gameplay styles. The first game is a 3-D action game with a perspective similar to Capcom's *Resident Evil*. The attention to detail is excellent, with sprinkler systems going off over explosions. The second game is a shooter similar to *Virtua Cop* where you must shoot terrorists inside an airport. You have the ability to pan your perspective to help you get the feeling of being there. The third game is set on the streets of New York. Drive an assortment of vehicles about the city, stopping bombs. Think you're tough enough for all three games?

Descent 2



If you enjoyed the 3-D mania of Descent, you should be thrilled to hear that there will be a sequel coming out soon. The pictures shown are actually from the PC version, but rest assured, it will also be out for the PlayStation and the Sega Saturn.

Descent had you flying through mines deep underground. Descent 2 is

sort of a 3-D Doom, since your perspective is totally subjective to your position. You can be attacked in almost any direction.

Secrets and special power-ups highlight this game, giving you loads of fire-power to destroy the opposition.

You might notice that the graphics of this sequel are better. There is more

PROTOTOS

SYSTEM	RELEASE DATE
MULTIPLE PLATFORMS	4th Qtr. '96
THEME	Action
PUBLISHER	Interplay
SIZE	CD-ROM
PLAYERS	1
% DONE	N/A

texture-mapping and a lot more detail. Fans of the original are certain to flip over Descent 2.

Right now we're wondering if Descent 2 will use the PlayStation link cable. If it does, this game will totally rock. More on this in future issues.

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team

PROTOS

using weapons and magic. The graphics look really cool, but as to how it actually plays is unknown. If you are into fantasy-type games, *Chronicles of the Sword* should be on your list.



CHRONICLES OF THE SWORD



Here's a really early look at Capcom's *Werewolf: the Apocalypse*. This game is based on White Wolf's role-playing series of the same name. Expect vicious battles of various werewolf families. This game will be released for both the PlayStation and the Saturn.



Werewolf



SYSTEM	RELEASE DATE
PlayStation	March
PUBLISHER	THEME
Psygnosis	
PLAYERS	SIZE
1	CD-ROM
	% DONE
	N/A



Still can't get enough fighting games for your Saturn? Beat *Virtua Fighter* too many times to count? Well, *Galaxy Fight* is another game on the way for fighting fans. It features a number of warriors in a futuristic setting. Each one has an assortment of the usual special moves.

Galaxy Fight is a two-dimensional game. The graphics look hot, and it could be a winner. Look for more on this title in the future.



SYSTEM	RELEASE DATE
PlayStation	2nd Qtr. '96
PUBLISHER	THEME
Capcom	
PLAYERS	SIZE
1-4	CD-ROM
	% DONE
	N/A

SYSTEM	RELEASE DATE
PlayStation	January
PUBLISHER	THEME
Sunsoft	
PLAYERS	SIZE
1 or 2	CD-ROM
	% DONE
	80%

Galaxy Fight

Next Wave

KIRBY 2



SYSTEM	RELEASE DATE
 SUPER FAMICOM	February
PUBLISHER	Adventure
Nintendo	32-Meg
PLAYERS	1 or 2
	% DONE
	50%

Nintendo's favorite ghost is coming out of retirement. He will be making his Super Famicom debut later this month and should probably appear in the States in late spring, although Nintendo is being quiet as usual about

INTERNATIONAL PROTOTYPES

Kirby 2's release.

In this version (called Kirby Star in Japan) there are actually six different games in one. Other features in this cart include Kirby's ability to copy the powers of the enemy he eats. There are 24 different powers but each is slightly different depending on which button on the controller you push. This gives him over 120 different attacks. This game, like the old NES cart, allows for a one-player or two-player cooperative version. Look for the popular characters, like the gun man, to make an appearance as well.

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INTERNATIONAL PROTOTOS



Panzer Dragoon 2



The hottest game from Sega has spawned a sequel that is sure to make fans of the original jump for joy.

Panzer Dragoon 2 features a more detailed world with improved texture mapping. The dragon starts off as a baby who can't

fly. You get to help him

learn how to fly, but before that, you must proceed through several land-based levels. Like before, there are amazing cinemas that put most other games to shame.

There are lots of long

levels with plenty of intense shooting and 3-D animation.

All the action you enjoyed from the first game is here, plus more. We'll be sure to give this more coverage as the news becomes available.

PUBLISHER

SYSTEM

RELEASE DATE

Sega of Japan

THEME

PLAYERS

Action

1



2nd Qtr. '96

SIZE

% COMPLETE

CD-ROM

30%



level does. The sequel to the King of Fighters and Fatal Fury fighting games, it brings together the best of fighters from the Fatal Fury series and adds a few new faces as well.

Like before, each challenger in the competition has a slew of special moves and a near-death attack that can drain an opponent's life. With 16 fighters in the game, it can be anyone from Andy Bogard to Steve Howard. If you're a Neo fighter, then this is more good news.

REAL BOUT

SYSTEM

RELEASE DATE



1st Qtr. '96

THEME

Fighting

PUBLISHER

SIZE

SNK

N/A

PLAYERS

% DONE

1 or 2

N/A

SYSTEM

RELEASE DATE



2nd Qtr. '96

THEME

Fighting

PUBLISHER

SNK

SIZE

282-Meg

PLAYERS

1 or 2

% DONE

N/A

Shin Oken

Surprise, SNK has yet another fighting game in the works. This one takes a mythical theme...all the characters are gods. For example, there is a god of destruction, a devil god, a doll princess and something we usually don't see—a pair of characters. The god of

lightning and the god of wind fight as a team against their opponents. Of course, the names will probably change. (It may not be "PC" to have a devil god.) The graphics are of the SNK tradition. The moves and special moves will likewise be up to their high standards.

122 FAM

Next Wave

INTERNATIONAL PROLOS



Night Warriors

DarkStalker's Revenge will be heading to the Sega Saturn soon with all the improvements over the original that the coin-op sequel contained.

This CD adds to the cast of monster-based fighters two new fighters. One is a female ghost who can create weapons out of nowhere. The other is a Vampire Hunter who uses the elements to fight the forces of evil. The two Boss characters have been made playable as well.

NW: DSR also utilizes Capcom's new combo system, allowing for air juggles and multiple-hit moves. Now it is possible to get off a 12-hit move!

The older fighters have more moves and a large supply of powered-up super attacks that can severely maim an opponent. For example, Lord Raptor can



transform his toe into a basketball and shoot him through a hoop.

While this game may not have done all that well in the arcades, perhaps it'll find popularity when it hits home if you want an excellent coin-op translation, it's here.

SYSTEM	RELEASE DATE
OVERSEAS	February
PUBLISHER	THEME
Capcom of Japan	Fighting
PLAYERS	SIZE
CD-ROM	1
	N/A
1	

1 N/A

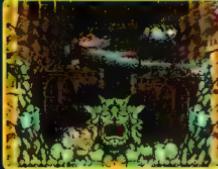
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EGM - February '96



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Tales of Phantasia

INTERNATIONAL PROTOTOS



Namco has created a brand-new RPG for the Super Famicom. Using hot graphics that closely resemble those of Square's Final Fantasy engine,

players will find themselves immersed in an epic adventure. This game is chock-full of lots of explosive magic. Tales of Phantasia is sure to give Super Famicom owners days of adventuring. Hopefully Namco will decide to translate this game over to the Super NES in America.



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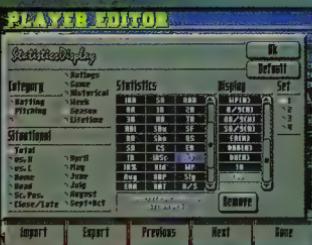
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Team EGM

EA SPORTS SWINGING FOR THE FENCE WITH TRIPLE PLAY '96



Spring training has started a little early for Team EGM, as we take you on a tour of the base paths in EA Sports' Triple Play '96 for the PlayStation and Saturn.



pring training has started a little early, and EA Sports has given Team EGM a

sneak peek at Triple Play '96. The game looks good, and in the next couple of months, we'll take you on a tour of Crystal Dynamics', Interplay's and Konami's baseball products. Sega's World Series Baseball for the Saturn will be tough to beat, but a number of sports gaming companies will be stepping up to the plate to take a swing at Sega. However, that won't be easy.

Speaking of Sega, an error appeared in the December issue. In the Fact File box for College Football National Championship 2 for the Genesis, it said the game was a soccer cart and that it was

for 1 to 8 players, but should have read a football cart and for 1 to 4 players. Team EGM apologizes for the error. Look for a review of the game at the end of this section.

On the following pages, we also take you on a tour of Ridge Racer Revolution for the PlayStation, and Acclaim has a new Super NES version of NFL Quarterback Club that looks hot. Atari has a new racing game called Atari Karts which could race them down the stretch.

Don't miss the early reviews of Crystal's Slam 'N Jam along with EA's fine-looking NBA Live '96.

In the coming months we'll have a lot of inside information from the sports gaming world, so stay tuned.

THE LINEUP

• PREVIEWS

TRIPLE PLAY '96 (PLAYSTATION)

FIFA SOCCER '96 (SATURN)

ATARI KARTS (JAGUAR)

RIDGE RACER REVOLUTION (PLAYSTATION)

NFL QUARTERBACK CLUB '96 (SUPER NES)

• BOX SCORE

NBA-IN THE ZONE (PLAYSTATION)

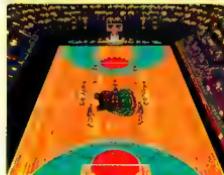
FIFA SOCCER '96 (SATURN)

NHL FACEOFF (PLAYSTATION)

COLLEGE FOOTBALL NATIONAL

CHAMPIONSHIP 2 (GENESIS)

QUICK SHOT'S



EA Sports' NBA Live for the PC, PS and Saturn looks hot!



We could see this import PS tennis disc in the States soon.



Gamers have been waiting for Crystal Dynamics' Slam 'N Jam for the PlayStation.



When Acclaim first hit the football gaming market, it enlisted the help of some big-name quarterbacks to help establish itself with gamers.

Now that NFL Quarterback Club has proven itself as a solid series, in '96, Acclaim has quietly shifted the emphasis from quarterbacks to overall gameplay—and the results show in this game.

RELEASE DATE	DIFFICULTY
Now	Moderate
Publisher	24-Meg
PLAYERS	THEME
1-5	Football
	100%



Make no mistake: The game's stars are still its golden arms. The 800 or so plays include special "signature plays" named and custom-designed for each quarterback.

However, QB Club '96 has gained even more weight

THE PRO BOWL!

While most other pro sports hold all-star games at midseason, the NFL holds its Pro Bowl a month after the Super Bowl, usually in Hawaii. Having all-star teams is nothing new in pro football video games, but NFL QB Club '96 finally makes it more fun to play than to watch. Since the game lets you play anyone on the field during offense or defense, you can pick your favorite player and stick with him for all four quarters.



NFL Quarterback Club has always been passer friendly. The game's end-to-end view lets players see up to 80 yards downfield.

during the off-season, and none of it is fat.

A special Practice Mode lets gamers run plays as a team or pick a certain position to run plays from. It's an excellent way to get a feel for the game.

One of QB Club's most innovative features has been its Historic Simulation Mode that lets gamers relive and play some of the best



QB Club boasts 10 times as many stats compared to 1995.

choose from at the line of scrimmage. The sheer number of plays may overwhelm beginners, but it's about time a football game gave players total control over play calling.

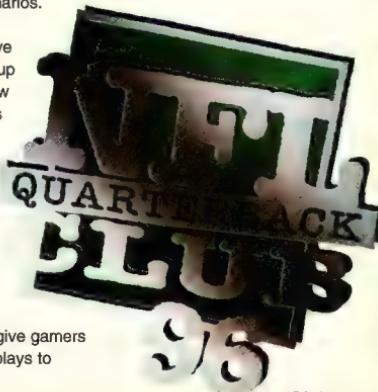
Programmers sought to jack up the game's realism factor by including more than 10 times as many stats as last year's version. Not only can players be substituted, but gamers can play any position on offense and defense.

QB Club '96 strengthens Acclaim's position as a major player in gridiron games.

moments in pro football history. The '96 version has 50 such nail-biting scenarios.

The player animations have been spruced up somewhat. New moves such as drag tackles, over-the-top dives and passing on the run add visual flavor to the game.

Also added are "hyper audibles" that give gamers more than 50 plays to



The differences between the 16-Bit and 32-Bit versions of Triple Play are as shocking as night and day. Fortunately, it's a shock for the better.

More and more baseball games are jumping on the 3-D stadium bandwagon, and EA Sports' Triple Play '96 is no exception.

That's not a bad thing, mind you. Triple Play '96 embraces the 3-D stadium and doesn't let go. The result is a ballpark setting that really throws players into the thick of things.

A lot of the game's realism stems from the



The game's bright interface will be easy to understand.

TRIPLE PLAY '96



players on the field. EA Sports' programmers have engineered a hybrid method that mixes motion-capture data with rendered players. The process is

time-intensive, but the results show by looking at the player movement, such as the batter's swing on the bottom of this page.

Complementing the players are the 3-D stadiums. Triple Play '96 will feature all 28 major-league stadiums. Each one was created with EA Sports' "Virtual Stadium" technology, which was first used with FIFA Soccer. This technology accounts for details such as lighting schemes and shadows on the field, as well

THE VIRTUAL STADIUM

So what the heck is this "Virtual Stadium" technology that EA Sports is talking about? Actually, it's more of a programming strategy than actual silicon. Instead of building each stadium from scratch, EA Sports' programmers devised a stadium engine that makes it easy for them to add and move player sprites on a field. Not only does it give the games more realism and continuity, but it also means less rehash work for programmers.



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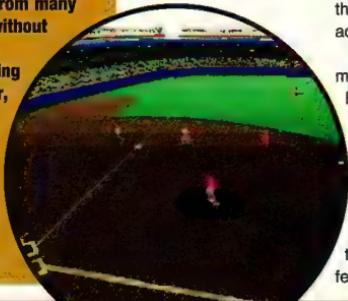
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CAMERA ANGLES



A major advantage to "Virtual Stadium" technology is that it defines a 3-D space that takes into account lighting sources and shadows. Once that space is defined by the computer, the viewing camera can show the playing field from many different angles without losing the subtle shading and lighting nuances. However, now that most sports games have multiple views, gamers will probably take this feature for granted.



as the stadium's actual layout. In any case, the result is a far cry from the 16-Bit stadiums of old (well, at least not as new).

However, EA Sports has not sacrificed the game's playability for visual gain. Average gamers will get a feel for the hitting and batting controls rather quickly.

So while the game will be simple to play, it won't be lacking in substance. EA

Much of the game's style and look is derived from J League Baseball, a 3DO baseball game released in Japan but developed in Canada. Obviously, the game's details had to be reworked to account for U.S. teams and play.



**"What a home run!
I hope the operator
realizes that was a
long-distance call."**

Sports acquired a license from STATS, a name recognized in sporting circles as a major baseball data compiler. That firm's stats—lots of them, no doubt—will be accessible in Triple Play '96.

Gamers will have five modes to choose from: Exhibition, Full Season, Playoffs, World Series and All-Star Game.

The game also has a pitcher/batter showdown and a home-run derby.

On the strategy side of the equation, Triple Play '96 features a Manager Mode

that will let gamers call steals and squeeze plays on the fly.

In addition, the game will give players the ability to create, draft and trade players.

During the game, an announcer will cover the play-by-play and ball count.

Unfortunately, gamers will have to wait before judging

whether Triple Play '96 will be, in EA Sports' words, the "most complete baseball experience" available.

If these screen shots mean anything, it's a good bet that EA Sports will prove true to its word. Look for a review in an upcoming Team EGM.



RELEASE DATE	DIFFICULTY
2nd Qtr. '96	Moderate
PUBLISHER	SIZE
EA Sports	CD-ROM
PLAYERS	THEME
N/A	Baseball
% DONE	
	N/A



RIDGE RACER REVOLUTION

Contrary to its name, the sequel to the Sony PlayStation's first racing game is hardly revolutionary.

Instead, drop the first "r." This game is more of an evolution of the original than anything else, but it should be enough to satisfy most gamers.

Ridge Racer Revolution rarely strays from the original formula. Like the original, it has three track configurations, hidden cars (see sidebar) and you can race the courses in reverse once they're beaten (see sidebar).

So why bother playing Ridge Racer Revolution? Well, for one thing, the track layout and graphics are new. While the game has the same look and feel as the first Ridge Racer, the animation is much smoother, so the game looks sharper than before. Details such as palm

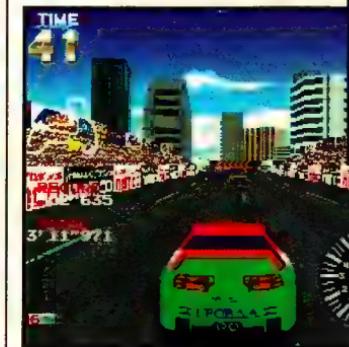
trees, arches and billboards (that double as Namco game ads) give the racecourse a fresher look. In any case, the scenery makes the courses appear longer than they actually are.

The most notable new feature is a rearview mirror (see sidebar), something many wished was in the original Ridge Racer. Its inclusion has no visible effect on the game's frame rate. Sticking to tradition, Namco has included the infamous



BONUS TRACKS!

To start off, players can pick from three track configurations: from novice to expert. Like the original Ridge Racer, if you take first place on all three tracks, you get to see the game ending (right). Once that cinema ends, three "new" tracks open up. (Actually, the tracks are the original three but now you get to race them in the opposite direction—just like the first Ridge Racer.) On the new tracks, you'll be able to modify your car's speed settings. But be warned: The computer will juice up its car speeds to match your settings. Winning on these tracks will be tough, so try to use the hidden cars.



Pictures don't do justice to the game's smoother animation.

SOMETHING NEW IN THE REAR



Namco programmers made numerous distinct changes in this newest version. Most notable is the inclusion of a rearview mirror, which is something fans of the original Ridge Racer clamored for. The mirror, shown only in the behind-the-wheel perspective, lets you know when a car is riding your back bumper. It makes it far easier to block that driver off to prevent him from passing you. It's a great new feature.



EXTRA CARS!



Like the predecessor, you'll be able to play Galaga while the game loads. If you clear the stage, shooting down all of the enemies, you'll get the keys to eight hidden cars.



black car, which you can drive once you beat it in the time trial.

The difficulty settings pretty much match up with the original Ridge Racer. Veterans should have little trouble with the game until the last of the six courses. Gamers will have to run a flawless three laps to beat the final track.

For the most part, the

game sticks to Ridge Racer's tried-and-proven formula, which will definitely give die-hard fans something to look forward to.

Whether Ridge Racer Revolution will satiate the appetites of remaining racing fans remains to be seen.



RELEASE DATE	DIFFICULTY
2nd Qtr. '96	Moderate
Namco	CD-ROM
1	Racing
80%	



After viewing this latest incarnation of FIFA Soccer, there's no doubt that EA Sports has the creation of killer soccer games down to a science.

First is the stadium. EA's special "Virtual Stadium" technology puts players on a photorealistic playing field, complete with crowds and billboards. Gamers can play from seven different views.

Next is the players. This version of FIFA Soccer features more than 3,800 actual players and their stats from 12 international leagues. All

FIFA '96 Soccer



the players were rendered on SGI workstations, giving them smooth on-the-field movement and intricate details—right down to the numbers on their jerseys.

Let's not forget about the gameplay. The inclusion of individual signature playing styles and extra moves adds a touch of personality that gamers will truly enjoy—that is, until they find themselves

on the losing end of a Brazilian national team goal and ensuing dance celebration.

Finally, the bottom line: Gamers no longer have to wait two years for the World Cup to enjoy top-level international soccer, that is, once they get their hands on FIFA Soccer '96.



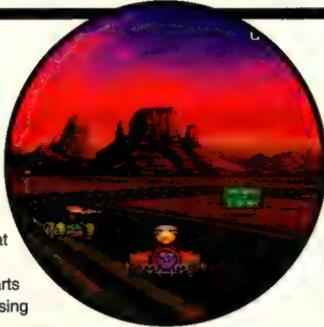
Visually, nothing is taken for granted, not even the angle of player shadows.



RELEASE DATE	DIFFICULTY
Now	Moderate
PUBLISHER	SIZE
EA Sports	CD-ROM
PLAYERS	THEME
1 or 2	Soccer
	100%

Racing games come in two distinct flavors: down-and-dirty and fuzzy-and-warm. Atari opted for the latter with Atari Karts.

By no means is that a slam on this racing game. While Atari Karts has more than a passing



resemblance to Super Mario Kart, it's just as fun to play.

The game has its share of animal and human racers—11 in all.

Each driver's race car has different speed and handling attributes.

The track rotates around during a race in the same manner as Mario Kart. Each track's layout is based on the scenery, ranging from seaside city coasts to dry steppes and mountains.



RELEASE DATE	DIFFICULTY
Now	Moderate
PUBLISHER	SIZE
Atari	32-Meg
PLAYERS	THEME
1 or 2	Racing
	100%

Atari Karts

Each course is littered with power-ups and hazards that players can pick up during a race. It takes a keen eye in some cases to discern the good power-ups from the bad ones.

A player must



The illusion of driving is created when the track shifts and rotates beneath you.

JAGUAR

**ScOrE****NBA-IN THE ZONE • PLAYSTATION • KONAMI**

This will be the basketball game to beat. Konami has slammed onto the sports scene with authority. They've hit the three pointer at the buzzer with In the Zone. The gameplay is incredible and the graphics are outstanding. This

game may cause companies to think twice before hitting the PlayStation hard court.



Realism comes into play as In the Zone is the most realistic basketball game ever made. Despite having life-like animations of players and incredible camera angles, there are still things that are missing. Challenge, for one thing has to improve so you can use offensive and defensive plays. The action can get repetitive.

Video
Cowboy**9.0**Dindo
Perez**7.5****NHL FACEOFF • PLAYSTATION • SONY INTERACTIVE SPORTS**

Sony has gone into the corner and come away with the puck—they have blasted a one-timer into the top corner. Hockey fans will enjoy the fast-paced action and the attention to detail.

There are many different angles to view those great saves or awesome goals, including a view from behind the net.



The makers of GameDay bring out another winner. With different perspectives and dramatic camera angles, FO has reached the next generation in hockey gameplay. Controls are very easy; however, the scoring is easy as well, which takes the fun out of it. Players could use more details but in the end, a solid game.

Video
Cowboy**9.0**Dindo
Perez**8.5****FIFA SOCCER '96 • SATURN • EA SPORTS**

FIFA is back and it's bicycle kicking its way onto the Saturn. The game utilizes multiple views of the playing field and the action is easy to follow. If you're a fan of FIFA Soccer and own a Saturn, what are you waiting for? Play-by-play commentary is a very nice touch, too, making this game even more realistic.



FIFA '96 utilizes 3-D perspectives to bring this soccer game to life. The multiple viewpoints let you catch the action from different angles. This title doesn't leave much to be desired, including traditional soccer moves and play-by-play commentary. The action could be more intense, but that's about all it's lacking.

Video
Cowboy**8.0**Dindo
Perez**8.0****COLLEGE FOOTBALL NATIONAL CHAMPIONSHIP 2 • GENESIS • SEGA SPORTS**

This game plays just like its Genesis cousin NFL Primetime. The biggest factor that holds this game back is the lack of all of the college teams. The gameplay is average and the many statistical categories are a nice touch.

This game is good enough to get a bowl game, not the Rose but the Citrus Bowl.



With the great success of the predecessor, why not come out with another edition? CFNC2 looks and even plays better than last year's version. The action is as always, hard-hitting and the AI is very good. Newer features are also included, but a complete list of the college teams would be nice? Maybe next year?

Video
Cowboy**7.5**Dindo
Perez**8.0**

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Letter of the MONTH

what is an unauthorized hint book?

Dear EGM,

You asked for tough questions, well I have one that has been burning in my mind for almost a year now and I bet you won't have an answer for it. I am a *big* fan of the fighting games. You name it, Street Fighter, Killer Instinct and Mortal Kombat just to name a few of the most popular ones. I love to play them but I am not one of those players who is so obsessed that I sit and plug in quarter after quarter just to learn the secrets of the game. Don't take me wrong, I consider myself to be one of the best players in my city, but I don't have an unlimited budget for games. There are other places that I would rather spend my money. How did I get good at the games without spending a lot of money? I watch the other players and learn their moves; I search through the Internet and download all the FAQs from the dudites that blow their money on the games; I read the magazines; and I borrow the hint books from my friends (none of them are worth the \$10 to \$15).

What I want to know is:

- 1) What is the difference between one that says it is an authorized or licensed strategy book and one that brags that it is an unauthorized or uncensored book?
- 2) Are the FAQs that are up on the Internet legal? I mean can a company actually sue the maker of an FAQ?
- 3) Are there any specific companies that *really* go after the unlicensed books?
- 4) Has any company gone after the maker of one of these illegal books?

**T. John Stevens
Houston, TX**

Good question, John. Most game companies do not have a major problem with "unauthorized" books. The problem arises when a company licenses the rights to a publisher to do an "authorized" book on their game. Obviously, if one publisher pays big bucks to get the rights to do a book, they will scream loud and quick to the game company about somebody who is trying to do the same for free. The best case that comes to mind is Midway's games Mortal Kombat II and 3. There were at least two licensed books (*IDG and Brady*) and at least one (*Game FAQ*) unlicensed book. The result is shown below. The courts will now have to decide if there is a problem and what is the penalty. To our knowledge, no maker of an FAQ has ever been taken to court. Since there isn't any charge for the info, no one is profiting from it. But with the Internet being so new, anything is possible in the future.



For its Complaint in this matter, plaintiff, MIDWAY MANUFACTURING COMPANY, respectfully alleges:

ADMISSIONS AND VERBALS

1. Plaintiff's claims arise under Acts of Congress relating to copyrights and trademarks, as set forth more fully herein. This Court has jurisdiction over the subject matter of, and the parties to, this action by virtue of 17 U.S.C. §901, 15 U.S.C. §1121, 28 U.S.C. §§1331 and 1338, and the doctrine of personal jurisdiction.

2. Verdict is proper within this judicial district pursuant to 28 U.S.C. §§1391 (b) (2) and 1400 (a). Upon information and belief, defendant's acts complained of herein occurred or arose, in whole or in substantial part, within the Northern District of

• Midway recently sued Dierhard Game Fan Magazine for publishing an unauthorized MK3 book.

REVIEW

Twisted Fan

Dear EGM,

Great review of Twisted Metal in your November issue (#76). This is by far my favorite for the PlayStation. I play my roommates whenever they deserve a good butt-kickin'. Like all great games, I was wondering if Single-Trac was going to make a sequel? I have already dreamed up some interesting scenarios for Twisted Metal 2: It should absolutely be linkable. Two-player is cool, but linking would be better. In the sequel, there should be some new vehicles: 1. a Cyurbria schoolbus that fires toxic water balloons and you hear kids screaming, "Na, na, nana, na!" 2. a Caddy Hearse that fires souls of the dead, and maybe a casket from the rear. 3. Lastly, a Zamboni which fires shards of ice and glazes the road from behind. As you can see, the variety of vehicles is almost ongoing, and the humor incorporated in the ice-cream truck "Sweet Tooth" should live on in the sequel. Game areas should be different as well. I would like to cause mayhem in Central Park in New York City, or a college campus. Thanks for your time. Back to gaming...

Louis Friedman
Raleigh, NC

You will be happy to know that our sources tell us that Single-Trac is presently working on the sequel to Twisted Metal. With such a runaway hit like that, who wouldn't want to keep the idea rolling? Unfortunately they are currently still brainstorming and working on new ideas, so we won't see the sequel in the near future. I like your ideas and they are being forwarded to Single-Trac. I also think it would be nice if they added a U.S. Postal truck with a mailman carrying an Uzi, or a rickshaw that fires flavorless rice cakes.



• Will Twisted Metal 2 be as good as Single-Trac's first PlayStation hit?

You'll Never Know!

Dear EGM,

I have a question about WarHawk for the PlayStation. In the Demo Mode you see an infinity sign over the weapons window. What does that mean? Unlimited missiles? Do you know if it's a code or just part of the demo?

Jordan Pelaez
via the Internet

The infinity sign means that you have an unlimited amount of that specific weapon. There's even a better code, but if we publish that—it is done by entering Circle, Circle, Circle, Blank Space, X, Triangle, X, X in the Special Access Screen—Psygnosis would get real upset and never validate our parking slips when we visit.

32X Woes!

Dear EGM,

I am one of the players who went out and bought Sega's 32X 32-Bit add-on game system. While I've had fun with the games up to now, I am reading almost everywhere things like 32X-tastic, etc. Can you get me the story as to what Sega plans to do with the system? Will game developers abandon it in favor of the Saturn? Should I hang on to it or sell it while I can?

Bill Wheeling
Denver, CO

There are mixed feelings on this low-cost 32-Bitter. If you talk to the companies that have published 32X games in the past (as we did) you will get answers ranging from "No more" to a more neutral statement like, "We are now waiting to see if the demand (number of new systems sold) increases to where it would be financially feasible." That leaves, for the most part, only Sega to bring out the games. That is not necessarily bad (Nintendo is the only company bringing out Virtual Boy games...oops bad analogy), it only means there will be fewer future game titles to choose from. We talked to the people at Sega responsible for the 32X system and games and they have assured us they will be making carts for the system at least until the end of 1996. The question then becomes will you be satisfied with at most, one new game per month? If so, hang on to the system. It is a lot cheaper than the Saturn. By the way, did you see our Next Wave two-page article in last month's EGM on Spider-Man for the 32X?

Why no rendered Neo-Geo games?

Dear EGM,

I am of the belief that games with rendered graphics are the wave of the future. We are seeing lots of polygon games but they just don't look real. The old-fashioned graphics like those in Street Fighter II were good for their time but game players demand more realism. Virtually every system has games with rendered graphics except my favorite, the Neo-Geo. What are they waiting for? Since the system handles carts containing hundreds of megs of data, I can't believe the system can't handle rendered graphics. What gives?

Tom Zachary
Los Angeles, CA



We wondered also. When our editors were at SNK of Japan they saw their programmers working on Silicon Graphics machines but their staff said that they were testing the systems. There is good news, Tom. We have just been informed by our ace foreign correspondent that SNK of Japan is working on just that type of game! A rough translation of its name would be Shin Oken. It will be out in cartridge form in Japan early next year and probably over here around March. We have also heard rumors that Art of Fighting 3, which is being worked on now, will also have rendered graphics. Don't forget that Pulsar also had some rendered graphics.



• Psygnosis doesn't want you to know Warhawk's code for infinite everything.

INTERFACE

New Saturn Peripherals

Dear EGM,

I think the Saturn is the system of the future. Forget about M2, Ultra 64 or PS as the Saturn is where the good arcade games are. What I am wondering is what is on the horizon for this heavenly body? What is coming out in Japan that I should know about?

Daren Oates
Nashville, TN



There are a lot of new peripherals coming out in Japan for the Saturn. First of all, did you see our review of the Fighter stick last issue? This cool stick will be coming out in the U.S. real soon. Second, already out in Japan but not presently scheduled for release over here is the Video Card. This peripheral plugs into the expansion slot on the back of the machine and allows the Saturn to play video CDs. There are optional discs to



play photo CDs and video stories. Third, SOJ has shown prototypes of working modems at a Japanese trade show. It is being talked about over here but nothing is confirmed. Finally, SOJ has really gone way out and shown a new version of Hitachi's Saturn that has a built-in flip-up color LCD screen. It also has an optional plug-in Global Positioning System module that can be used to inform you where you are and shows your position on a street map! It will cost about \$450. There are no U.S. plans for this device.

More Sim Games

Dear EGM,

I am one of the few people who haven't purchased a new 32-Bit system. I am quite happy with my Super NES. I like the simulation-game genre, especially the Sim series. Do I have to go out and buy a computer or is there still hope for another Super NES sim game?

Nathan Renan
Pittsburgh, PA

We were just about to give you the bad news when our ace Japanese correspondent came through with some great information...sort of. There is going to be at least one more Sim game but...so far, only in Japan. A U.S. release hasn't been confirmed but the Japanese cart

called SimCity Limited (SimTown in the U.S. computer version) won't be coming out until the end of July. It will be pricey, about \$130. Keep watching EGM for more information.



* A Super NES version of the computer game SimTown will probably be out this summer.

When's Ultra coming?

Dear EGM,

Is the Ultra 64 really going to come out in April or is it more BS?

Mike Weiger
Tampa, FL

We hope so, but watch Nintendo come up with a new excuse on April 30. Something like all the inventory went to Japan and there wasn't enough for the U.S.



WINNER!

This great artwork from Secret of Evermore was brought to us by Philip A. Rivera of Moreno Valley, Calif. Great artwork. Your prize is on its way, Philip!



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Gibson Dania
Maplewood, NJ



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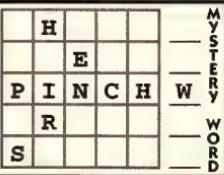
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Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid



WORD LIST and LETTER CODE chart

PINCH	W	PRESS	K	BLAST	A	WRECK	D
BREAK	Z	PUNCH	S	SPRAY	C	TURBO	V
STOMP	T	STAND	R	PRESS	E	DREAM	O
CRUSH	I	SCORE	H	SLANT	L	CHASE	P

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